3 Strategy Guides: LEGO Harry Potter, Mario Galaxy 2, Sin & Punishment

TIPS & TRICKS VIDEO GAME CODEBOOK™

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LEGO HARRY POTTER YEARS 1-4
THE ULTIMATE WIZARD'S HOW-TO GUIDE

SUPER MARIO GALAXY 2
Did You Find Every Green Star?

SIN AND PUNISHMENT: STAR SUCCESSOR
Beat All the Bosses

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Harry Potter and the Deathly Hallows: Part 1 and *LEGO Star Wars III: The Clone Wars* are just two of the many games featured in this issue's preview section.

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Last month's *Super Mario Galaxy 2* guide showed you how to earn all 120 of the normal stars. This month, we'll show you how to get your star total up to 242!

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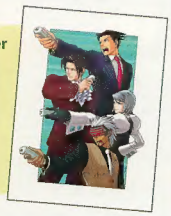
This issue's collection of 100% tested cheat codes, passwords and unlockables includes the latest tips for six different game systems. Check out our *LEGO Harry Potter* codes!

Look for your FREE two-sided poster in the center of the magazine—just bend the staples back to pull it out cleanly. This month's poster features *LEGO Harry Potter* on one side. The other side has the top half of a giant *Ace Attorney* poster that will cover nearly 10 square feet of your wall when you put the two halves together! (Watch for the bottom half in our next issue.)



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Pac-Man Party

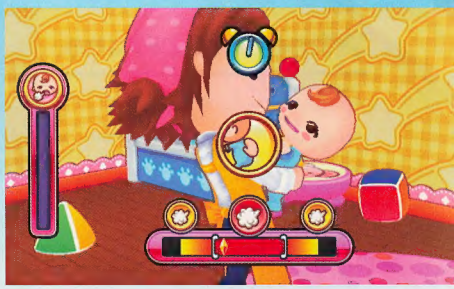
Publisher: Namco Bandai
Available: 4th Quarter 2010

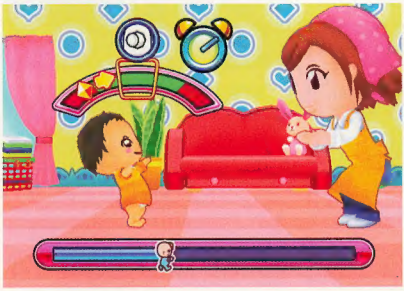
Since Pac-Man is celebrating his 30th birthday, we're willing to forgive and forget the fact that his first *Mario Party*-style game (*Pac-Man Fever* for the PS2 and GameCube) was not very good. *Pac-Man Party* looks like a much better game all around, with over 45 mini-games and family-friendly Wii Remote controls. In addition to the full-featured story mode and quick-play mini-game selection, there's a deeper board game option in which players can build and develop properties to increase their wealth, *Monopoly* style. Also included: the original arcade versions of *Pac-Man*, *Galaga* and *Dig Dug*.

Babysitting Mama

Publisher: Majesco
In Stores: 4th Quarter 2010
Wii

The new game from the makers of the *Cooking Mama* series will come packaged with a plush baby doll that functions as the game's controller. By attaching the Wii Remote to it, the game will be able to detect when the doll is rocked, burped or bounced around, and you'll see the results of these actions on the screen. *Babysitting Mama* includes six different in-game babies, each with its own personality and difficulty level, and over 40 activities to keep the babies clean, well-fed and entertained. There's also a two-player mode for virtual play dates or if you just want to pretend you're taking care of twins. To complete the illusion, the babies' cries and squeals of delight will come from the speaker inside the Wii Remote.

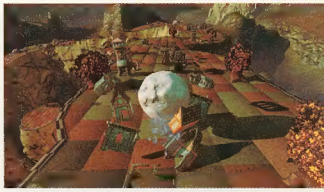


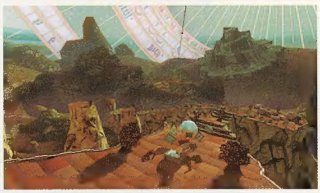


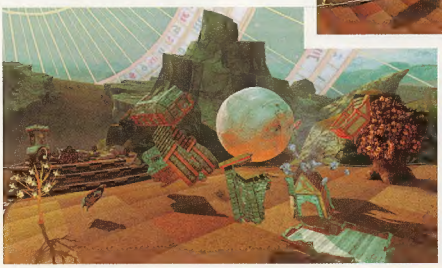
Rock of Ages

Publisher: Atlus
Available: 2nd Quarter 2011

This downloadable Xbox Live Arcade/PlayStation Network game takes the simplest of concepts—rolling a giant boulder to crush an enemy's castle—and wraps it in an audio-visual package that might be more appropriate for an art museum than for your local arcade. Taking turns with your opponent, you send your rolling stone across the pathway that connects your land to his, smashing your foe's defenses and barreling ever closer to his tower headquarters while defending your own. As you win battles, you advance through time—and this changes the game's graphics and sounds to match the various art and music styles of specific eras in the course of human history.



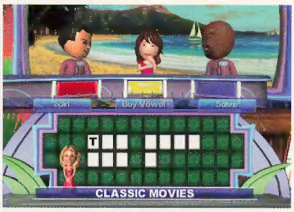


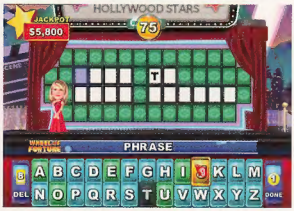


Wheel of Fortune

Publisher: THQ
In Stores: 4th Quarter 2010

Hosts Pat Sajak and Vanna White both appear in this video-game version of America's top-rated TV game show. The Wii version allows you to use your Mii character to represent yourself in the game, and it even lets you tweak your Mii's appearance with additional customization options outside of the normal Mii features. You can also use Wii Speak to say your answers out loud instead of entering letters from an on-screen menu. To duplicate the pace of the real-life show in syndication, there are commercial breaks during which you get to play a variety of mini-games. Besides solving puzzles for virtual money, you can also unlock themed stage sets that are similar to the special set decorations that appear when the show is produced at various travel destinations.





Kid Icarus: Uprising

Publisher: Nintendo
In Stores: Possible in 2011

Nintendo recently announced its upcoming 3DS system, an upgraded version of the DSi handheld which allows players to see stereoscopic images on the top screen without the use of special glasses. One of the new console's first releases will be *Kid Icarus: Uprising*, a literally three-dimensional action game built around the winged hero Pit (last seen in *Super Smash Bros. Brawl*). Designed by *Smash Bros.* creator Masahiro Sakurai and his Project Sora team, *Uprising* gives Pit the ability to fly for limited distances, allowing him to fire his arrows at enemies from the air or on the ground. As in the original *Kid Icarus* game from 1987, Pit's enemies are the minions of Medusa, goddess of darkness.

Harry Potter and the Deathly Hallows: Part 1

Publisher: Electronic Arts
In Stores: 4th Quarter 2010

Just as Warner Bros. decided to split the last *Harry Potter* book into two full-length movies, EA has divided *Deathly Hallows* into two games. And as the books became progressively more grim and mature, the finale to the game series is notably darker and more action-oriented than previous *Harry* games. Taking place entirely outside of Hogwarts, *Part 1* finds Harry and his young wizard friends in unfamiliar territory, facing Death Eaters and Snatchers as they attempt to find and destroy the Horcruxes that immortalize the soul of Voldemort. In addition to the foes they face in the film, they will also encounter enemy creatures from previous chapters of the series.

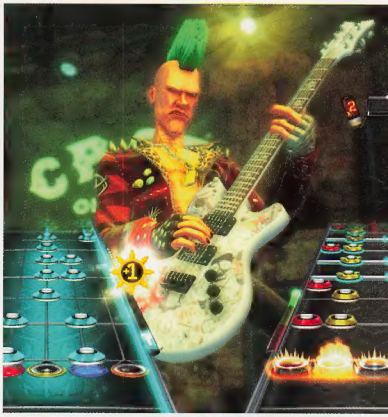
Guitar Hero: Warriors of Rock

Publisher: Activision
In Stores: 4th Quarter 2010

Wii PS3

GUITAR HERO® WARRIORS OF ROCK

More songs, new characters and venues, a redesigned guitar controller...but what else can be done to take the *Guitar Hero* series to the next level? *Warriors of Rock* includes a new Quest mode with narration by Gene Simmons of KISS. Instead of simply trying to make it big as a musician, this time you're a rock warrior with special powers that you'll use to help the Demi-God of Rock (Simmons) as he tries to defeat an evil anti-rock entity known only as "the Beast." The game also includes a new "Quickplay+" option, which builds new challenges around each of the in-game songs (from artists like Black Sabbath, Slayer and Dragonforce) as well as many of the tunes in the previously existing *Guitar Hero* library.



Pro Evolution Soccer 2011

Publisher: Konami
In Stores: 4th Quarter 2010

Lots of hardcore fans worldwide consider the *Pro Evolution Soccer* series to be the pinnacle of footy video games. So it's a bit of a shock to hear that the 2011 edition is being subjected to what Konami describes as "the most radical revamp in its history." Among the most notable improvements: The player animation has been completely redone; the artificial intelligence of both the opposing team and your own computer-controlled players has been heavily revised; and each player has a new power meter that allows for ultra-precise passing and shooting. There's also a new set of tools that let you design your own custom stadium in great detail.

Kung Fu Rider

Publisher: Sony
In Stores: September

Sony is introducing a new motion-sensing controller called PlayStation Move for the PS3. Its new action game *Kung Fu Rider* works with the Move as well as the PlayStation Eye to place you right in the middle of a mad dash through the streets of Hong Kong, where private eye Toby and his assistant Karin are being pursued by the mob. Coasting desperately along on an office chair (!), you'll duck under obstacles and jump over barriers to avoid attacks and stay one step ahead of the bad guys. Developed by Sony in Japan, *Kung Fu Rider* features 12 unlockable vehicles and 27 different courses, with a two-player cooperative mode if the action gets too intense for your single-player skills.

John Daly's ProStroke Golf

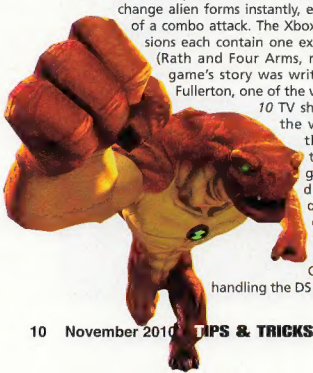
Publisher: O-Games
In Stores: October

PGA star John "The Lion" Daly is throwing down the gauntlet in an attempt to take over Tiger Woods' spot as the reigning king of golf video games. Developer Gusto Games surely doesn't have the production resources or budget of EA's *PGA* franchise, but its new golf sim looks like a great improvement over its predecessor (*ProStroke Golf: World Tour 2007* for the PS2 and original Xbox). *John Daly's ProStroke Golf* is also likely to attract a lot of attention from early adopters of Sony's new PlayStation Move motion controller, since it's one of the first available games to be compatible with the new hardware.

Ben 10 Ultimate Alien: Cosmic Destruction

Publisher: D3Publisher
In Stores: October

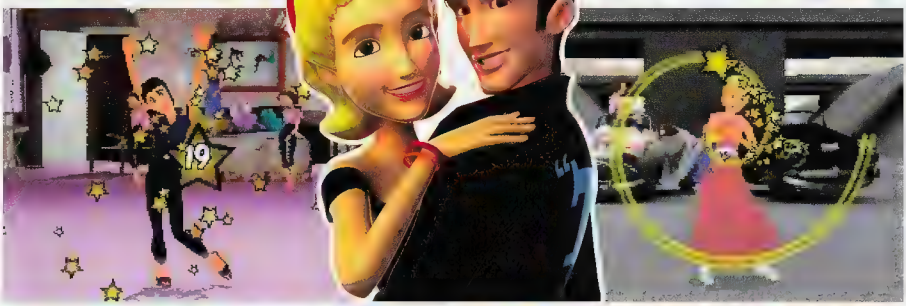
With his upgraded Ultimatrix, 16-year-old Ben Tennyson can now transform into evolved versions of the alien forms that he has used since the series began on Cartoon Network. The new "quick switch" feature allows Ben to change alien forms instantly, even in the middle of a combo attack. The Xbox 360 and PS3 versions each contain one exclusive alien form (Rath and Four Arms, respectively). The game's story was written by Charlotte Fullerton, one of the writers for the *Ben 10* TV show, and many of the voice actors from the series reprise their roles in the game. Papaya Studio Corporation is developing five different console versions of *Cosmic Destruction*, with Griptonite Games handling the DS edition.



Grease

Publisher: 505 Games
Available Now

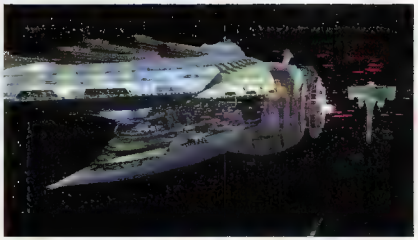
One of the less-likely movies to be turned into a video game (more than three decades after it first appeared in theaters!), *Grease* makes perfect sense as a music/rhythm game, with strongly defined characters and an actual story to follow. The Wii version invites you to dance and sing along, with Wii Balance Board and USB microphone support offering enhanced interaction for up to eight players. On the DS, *Grease* features unlockable songs, costumes and locations, with a special option for DSi owners that lets you photograph your own face and place it on one of the in-game characters. Both versions include familiar songs from the film, including "You're the One That I Want" and "Greased Lightnin'."



LEGO Star Wars III: The Clone Wars

Publisher: LucasArts
In Stores: 4th Quarter 2010

The next LEGO game from LucasArts and developer Traveller's Tales is based on the *Star Wars: The Clone Wars* animated series, but it also includes some familiar characters from the *Star Wars* feature films. Playing as a Jedi or a Separatist, players can use the expanded level creation tools to build their own custom bases and playable levels to be inserted into the main game. There are also new abilities that were not available in previous *LEGO Star Wars* games, including lightsaber jumps, grapple tie-ups and the ability to issue squad commands.



Nickelodeon Fit

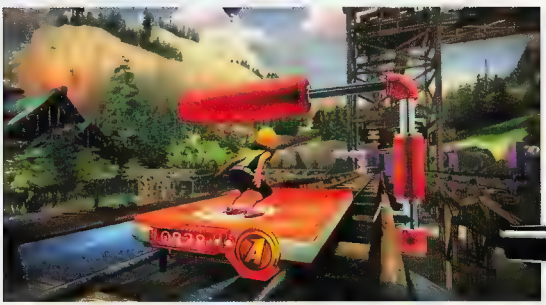
Publisher: 2KPlay
In Stores: November

If *Wii Fit* and its ilk have not been able to motivate you to climb up on the ol' Balance Board and burn up calories, then maybe Dora, Diego, Kai-lan and the Backyardigans can get you moving. As the first fitness video game specially made for kids, *Nickelodeon Fit* uses the stars of the Nick Jr. daytime programming block to promote exercise and keep track of your achievements. Over 30 game types are included, with customization options so your workout routine can be programmed by your parents. Just don't call it *Nick Fit*, 'cause they might get the wrong impression!

Kinect Adventures

Publisher: Microsoft
In Stores: November

Microsoft's new Kinect accessory adds motion control to the Xbox 360, with full-body recognition that doesn't require you to hold any type of controller. The Kinect sensor device will come bundled with *Kinect Adventures*, a collection of 20 different motion-control experiences that range from rafting to deep space exploration and original sporting events like Rallyball (a handball/dodgeball hybrid). The sensor device includes a camera and microphone which can take photos of you at crucial moments during the game and respond to voice commands.



Club Penguin: Game Day!

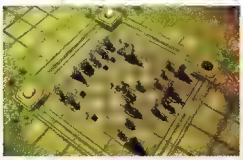
Publisher: Disney
Available Now

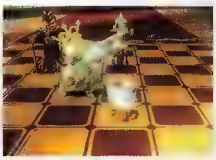
As a kid-friendly alternative to massively multiplayer online role-playing games like *World of Warcraft*, *Club Penguin* attracted millions of players, even before the brand was acquired by Disney in 2007. *Game Day!* is the third *Club Penguin* spinoff to appear on a Nintendo system, and it's the first for the Wii. Players create and customize penguins to compete in sporting events, opening new areas and earning coins that can be transferred to the online *Club Penguin* game. The penguins can be saved on your Wii Remote, so you can visit friends who also own the Wii game and play with your character away from home.

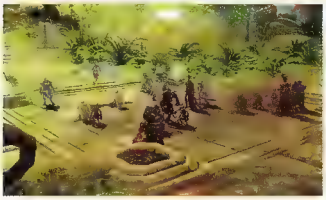
Battle vs. Chess

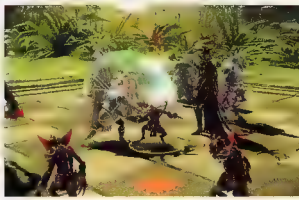
Publisher: SouthPeak Games
In Stores: October

Battle vs. Chess is based on the powerful "Fritz!" chess software developed in Germany by ChessBase. To this solid foundation, developers TopWare Interactive and Gaijin Entertainment have added dynamic 3-D characters, lush environments and an evocative soundtrack that they hope will make the time-tested game of chess more palatable for 21st century audiences. It's like an updated version of the mid-'80s computer game *Battle Chess*...which is probably what we're supposed to expect, considering the similar title they gave it.





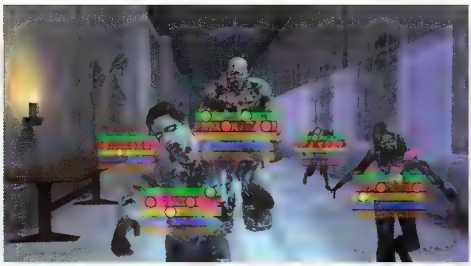


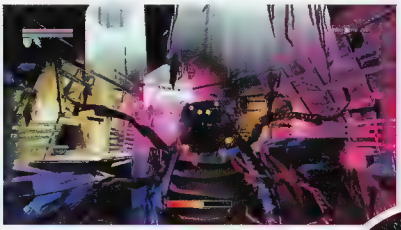


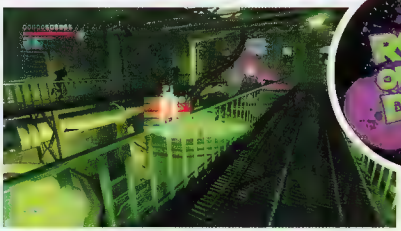
Rock of the Dead

Publisher: Conspiracy Entertainment
In Stores: October

Can you imagine playing a *House of the Dead*-style shooter with *Guitar Hero* or *Rock Band* controllers? It's an awesome idea that's so obvious, we're wondering why we didn't think of it ourselves. In *Rock of the Dead*, you use your guitar and drum controllers to defend the earth from aliens, zombies and mutated creatures. As the enemies approach, you follow the onscreen prompts to perform color-coded guitar licks and drum fills, blasting the bad guys with the power of rock! The game's voice actors include Neil Patrick Harris, Felicia Day and Rob Zombie, with the latter artist also providing some of the musical accompaniment.



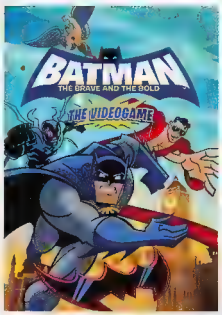




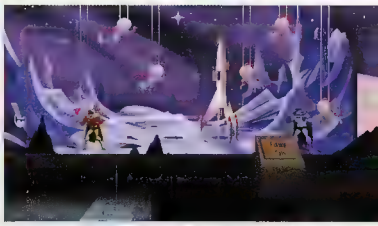
Batman: The Brave and the Bold

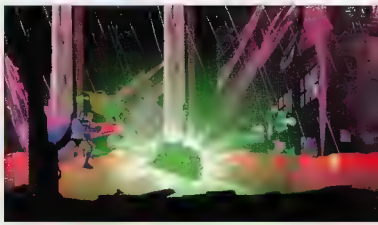
Publisher: WB Games
Available Now

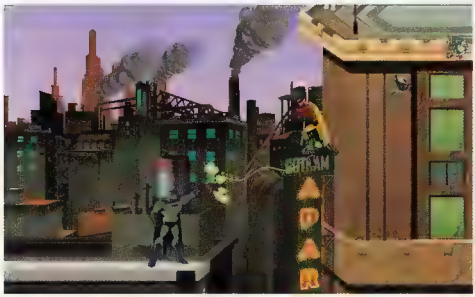
Wii DS

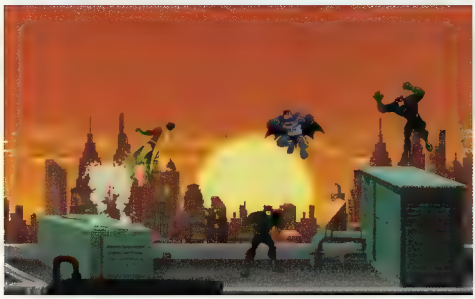


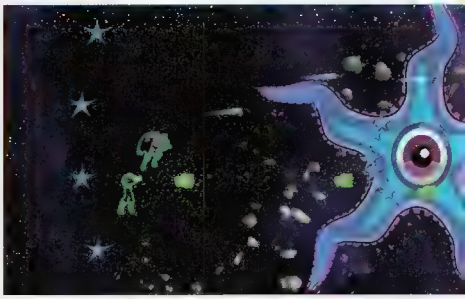
Developed by WayForward, the latest *Batman* game takes it name (and its Dick Sprang-meets-Jack Kirby art style) from the recent animated TV series. The whole point of the show is to see Batman teaming up with a wide variety of DC Comics characters, so it's only natural that the game has two-player cooperative action featuring sidekicks like Robin, Green Lantern, Plastic Man and Blue Beetle. If you have both the Wii and the DS version of the game, you can link them up and unlock Bat-Mite as a playable character (he appears on the Wii, but he's controlled by the DS).





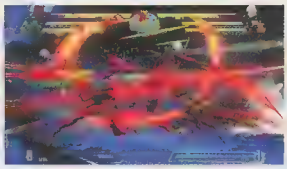


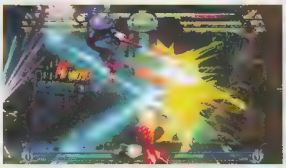


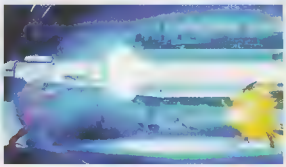


Marvel vs. Capcom 3: Fate of Two Worlds

Publisher: Capcom
In Stores: 2nd Quarter 2011







After ten years, the crossover fighting franchise that started it all is back to take you for a ride. *Marvel vs. Capcom 3: Fate of Two Worlds* (fittingly abbreviated *Marvel vs. Capcom 3: FTW*) once again pits beloved Marvel superheroes against Capcom's finest, in the same 3-on-3 tag-team format that made *Marvel vs. Capcom 2* such an instant classic. Series mainstays like Wolverine, Morrigan, Iron Man and Captain America make return appearances, and the newcomers include Marvel's wisecracking fan-favorite Deadpool, *Resident Evil* star Chris Redfield and Dante of *Devil May Cry* fame.

Kingdom Hearts Re:coded

Publisher: Square Enix
In Stores: Possible in 2010

After the slew of prequels, remakes and midquels that have appeared since *Kingdom Hearts II*, fans of the series will finally get to see what happens next in *Kingdom Hearts Re:coded*. Set after the events of *Kingdom Hearts II*, the latest entry in the beloved action RPG series collects the episodic content of the Japanese *Kingdom Hearts* mobile phone game into one convenient package. The game follows a digital Sora in his adventures through Jiminy Cricket's journal, presented with vastly improved controls and a revamped combat system that's better suited to the DS. Best of all, it promises new content and cutscenes that are exclusive to the DS release.

Strategy Guide by
Anatole Brown

SUPER MARIO GALAXY 2

PART 2

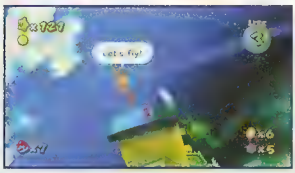
In Part 2 of our *Super Mario Galaxy 2* strategy, we'll show you where all those elusive Green Stars are located, plus we'll take you through the ultimate Mario challenge: Grandmaster Galaxy. If you've followed every step from Part 1 in our previous issue, then you should have 120 Stars up to this point. Our ultimate goal is to find the rest of the 120 Green Stars and complete two more challenges for a total of 242 Stars!

Green Star Challenge

WORLD 1

Sun Stadium Galaxy

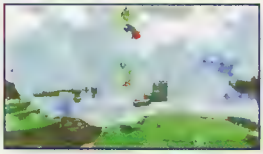
Green Star 1—The first Green Star is just off the side of the first house. You need to break through to the other side, just like normal, so you can get to the top of the house and drop down to the Star.



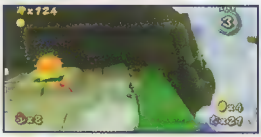
Green Star 2—On the second planet, you'll see the Star at the very top near the Launch Star. Switch the camera view and you will be able to spot it behind the building.

Green Star 3—Inside the cylindrical planet. Instead of jumping into the Launch Star, go around to the backside and you will see it above the bonus Teleporter. Perform a long jump to grab it.

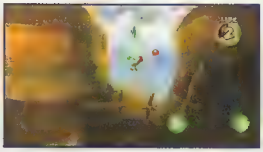
Yoshi Star Galaxy



Green Star 1—This one's easy. Use Yoshi to get up on the tall hill (where you found the Comet Medal earlier) and leap off of his back to grab the Green Star.

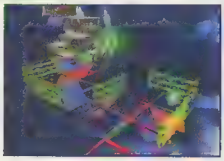


Green Star 2—The Star is just to the right of the giant fruit. Float over to the cove with Yoshi's flutter jump.



Green Star 3—Go all the way to the end. Instead of breaking the crystal for the regular Star, keep following the flowers to the Green Star at the top corner. You will need to jump from Yoshi's back to grab it.

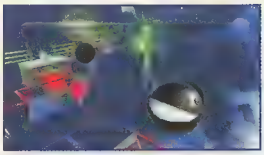
Flip-Swap Galaxy



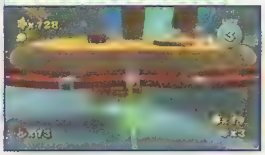
Green Star 1—Make sure all the tiles are red, then do a triple jump and spin up to the Green Star. You'll only have one shot at this, since the tiles under you will change when you do the spin move. If you miss, you'll fall into the abyss.

©2010 Nintendo

Green Star 2—The second one is in the area with the rolling Chomps. You can see its shadow on the red panel in front of the Chomp generator. Do a backwards flip off the nearby blue panel for some height and spin up to it.

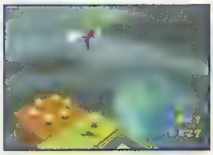


Spin-Dig Galaxy



Green Star 1—On the second planet, go to the edge and jump up onto the fence surrounding the perimeter. Jump up to the Green Star.

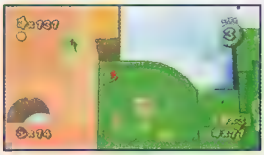
Green Star 2—On the third planet, just before the Launch Star appears, you can see the shadow of the Green Star on the yellow platform. A triple jump and spin is the best way to grab it; you just have to time it with the appearance of the platforms.



Green Star 3—Just after you go through the green warp pipe and grab the spin drill, dig through the first path and you will come out right under the Green Star. Do a backflip and wall-jump off the brown wall to grab the Star.

Rightside Down Galaxy

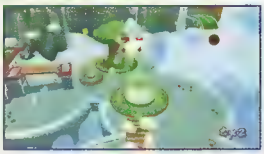
Green Star 1—The Star can be easily seen when you reach the green grass area that places Mario on a 90-degree angle (top-down view), just after the Fire Suit area. Stand near the Star and do a long jump and spin to retrieve it.



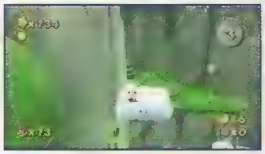
Green Star 2—Get on top of the last Thwomp near the sleeping Toad and long-jump to the next Toad near the crystallized Star Bits. From here, do a wall jump up to the Green Star.

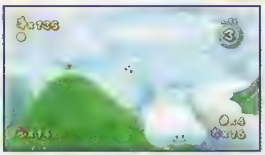
Fluffy Bluff Galaxy

Green Star 1—The first Star is high above the starting point. Use Cloud Mario to get up high by crouch-jumping each time you make a cloud.



Green Star 2—When you reach the checkpoint by the pine tree, jump off the ledge near the pine tree and long-jump with clouds toward the second Star.

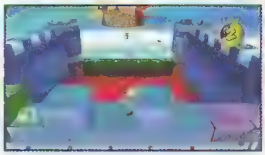


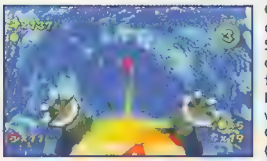


Green Star 3—The third Star is easily seen sitting on a green hill to the left of the monkey. Use Cloud Mario to retrieve it.

Bowser Jr.'s Fiery Flotilla

Green Star 1—You will need to get on top of the Thwomp and do a long jump and spin toward the castle wall. As soon as you touch the castle wall, immediately do a wall jump and spin back toward the wall so you can get on top of it. It's a bit tricky and may require a few rounds of practice. Follow the top of the wall all the way around to the Green Star.



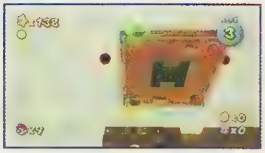


Green Star 2—Instead of taking the Launch Star to the boss battle, do a long "leap of faith" behind the Launch Star and you will fall down to the Green Star below (over the fiery planet).

World 2

Puzzle Plank Galaxy

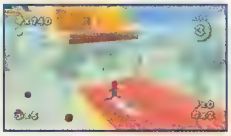
Green Star 1—The Star can be easily seen on the first block planet. Use the ground-pound spring to get on top of the yellow "?" block. From the block, crouch-jump and spin up to the Star. You will need to start the level over if you break the box!



Green Star 2—In the next buzz-saw section, you will need to run at the large wooden wall and wall-jump off it before it gets sawed away. Try to do a triple jump into the wall to make sure you get high enough to reach the Star.

continued

Puzzle Plank Galaxy *continued*

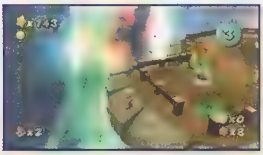


Green Star 3—Before you reach the 1-Up mushroom, let the saw cut away the red plank and fall down with it—the Green Star will be revealed just below the pink planks. It will start to rise above the planks when it's exposed, so grab it quickly.

Boulder Bowl Galaxy

Green Star 1—Use Luigi for this one. Although it's tempting to do a fancy series of jumping techniques to get up to the Green Star, a simple side-to-side wall jump on the railings should suffice. It may seem like you're going nowhere, but you will actually be rising slowly with each wall jump; it takes patience. Get to the top incrementally and crouch-jump up to the Star.

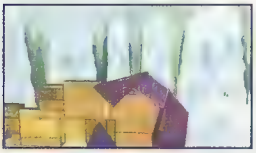
Green Star 2—Instead of blasting off the red and yellow ramp behind the bowling pins, just jump over and grab the Star behind it.



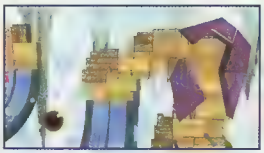
Green Star 3—When you arrive at the second planet, the Green Star can be found hanging over the edge on the other side. Simply jump off the planet and grab it.

Highfall Falls

Green Star 1—When Yoshi eats the second Dash Pepper, stay to the left side of the ramp and navigate around the green barriers. Eat the third Pepper along the way to give you the final boost up the straight wall to reach the old penguin, 1-Up and Green Star.

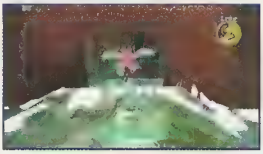


Green Star 2—The second Star is up and over the purple section where you found the Comet Medal. If you can reach the Comet Medal without hitting the sides, you should be able to get up on top of the purple border without much of a problem. Face the Star and use Yoshi's flutter jump to reach it



Green Star 3—The third Star looks like you can grab it from swinging on the flower nodes, but you'll have to go back to the purple border section. Get on top of the purple border section like before and leap toward the Star; use Yoshi's flutter jump to steer to the Star.

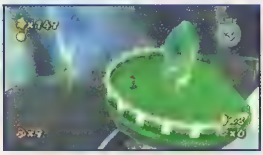
Wild Glide Galaxy



Green Star 1—The first Star is located at the bottom of the big wall. Go through the tiny hole at the very bottom near the water.

Green Star 2—Just before the goal, you can see the Star floating above the rocky hill on the right. Approach it from underneath if you can.

Cosmic Cove Galaxy

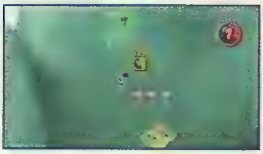


Green Star 1—After you wall-jump up the frozen waterfall, you will see the Green Star floating off to the edge near the frozen Power Star.

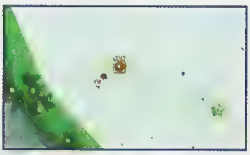
Green Star 2—The Star can be easily seen floating off to the side when you're swimming through the water suspended in space. Swim up to the water area that protrudes over the Star (the space with the Coin) and drop down.

Green Star 3—The third Star is to the left of the big key after you pass the water cubes section. Grab the key (to get it out of your way), then do a long jump to the left and spin to the Star.

Honeybloom Galaxy



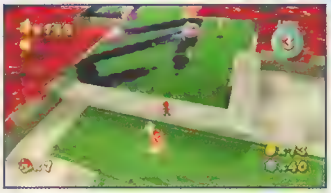
Green Star 1—In the bouncy fruits section, a Green Star can be found high above the Choppah enemy just before the checkpoint. Use the bouncy fruit to give you a small boost bounce and use the Bee Suit ability to reach the Star.



Green Star 2—At the swinging flower vines, swing up to the ledge directly overhead with the Bits encased in crystals. From here, jump and fly across to the Star floating above the slide vines.

Bowser's Lava Lair

Green Star 1—Just after you pass the first Whomp, you'll see the Green Star shining behind a rock on the edge of the lava lake to the left. You may need to risk a few wedges of life; just make sure you jump over the rock so you can touch the Green Star before you die.

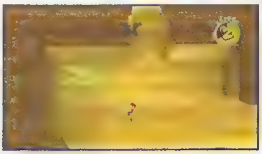


Green Star 2—The second Star can be found under the skulls that chomp the floor. Wait until they eat out the section of the floor above the Star and drop down to fetch it.

World 3

Ball Bunny Galaxy

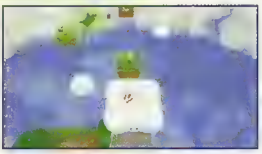
Green Star 1—The Star is all the way at the top of the first tree, just above the 6-Life mushroom. Use a Blimp Fruit to float up there with Yoshi. Remember, if you lick up the fruit from afar, you can start floating from a higher position.



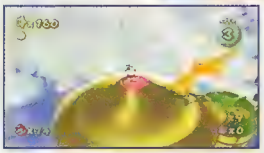
Green Star 2—When you arrive at the cylindrical planet, jump over the Blimp Fruit (you don't need it here) and fall down to the ledge below (grab the 1-Up). Go left and fall into the crevice. Immediately use Yoshi's flutter jump to grab the Star on the left.

Green Star 3—Just after you pass through the tunnel with the angry red Wigglers, you can see the Star floating above the gap. Jump and use a spin move to grab it.

Cloudy Court Galaxy



Green Star 1—At the starting point, you'll see the Star above the dinosaur-shaped hedge. Use Cloud Mario to get up to it.

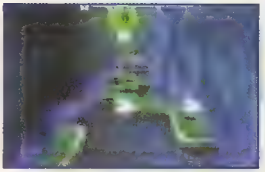


Green Star 2—The Star can be seen in the far distance when you arrive at the hi-hat cymbal with the Star Launcher. The trick is to save all your cloud power up to this point so you can long-jump and create cloud platforms to reach it. When going up the drum set, use the ground-pound maneuver to get up higher so you don't have to waste clouds to get to the hi-hat.

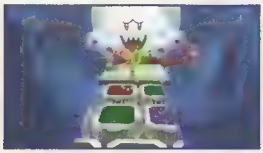
Green Star 3—The Star is at the very end next to the regular Power Star. The trick is to jump over the regular Star and windmill structure in one motion in order to reach the Green Star on the other side. Of course, touching the regular Star will end the level and force you to start all over again, so make sure you have enough arc to your jump.

Haunty Halls Galaxy

Green Star 1—The Star can be seen underneath the bonus Teleporter near the Launch Star. Simply drop down and spin toward it to grab it.



Green Star 2—At the start of the moving and disappearing paths, get ready to perform a triple jump to get the Green Star high above. Spin up to it for an extra boost. This may take a couple of tries.



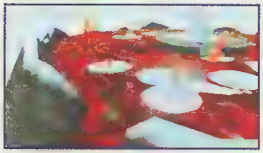
Green Star 3—The third Star is at the very end of the level when the giant Boo comes chasing after you. Do a triple jump up to the Star before the Boo comes too close.

Freezy Flake Galaxy

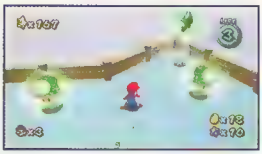
Green Star 1—Destroy the Bowser statue and jump inside. As you slide down, jump and spin into the Star floating above the slide.

continued

Freezy Flame Galaxy *continued*



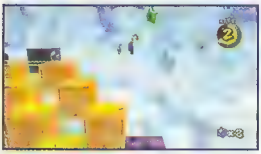
Green Star 2—The Star is in the far corner of the lava pool with the Bowser sculpture in the middle. Push a snowball to create a path in the lava so you can reach the Star safely.



Green Star 3—When you reach the foggy area, find the bunny. Do a leap of faith off the wooden platform near the bunny and you will drop down to three 1-Up mushrooms and the Green Star.

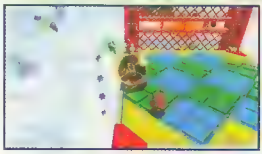
Beat Block Galaxy

Green Star 1—When you arrive at the solid purple area before the turn, do a Triple Jump off the corner to grab the Green Star floating off to the side.

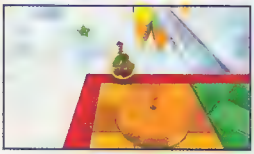


Green Star 2—At the right corner of the last pyramid structure, the Green Star is floating above the solid purple panel. Use the yellow panel just above it to do a backwards-flip jump and spin up to the Star.

Rolling Masterpiece Galaxy

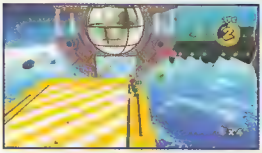


Green Star 1—When you get on the elevator with the three Goombas, simply roll to the Green Star on the left as you pass it.

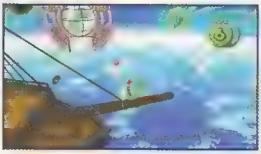


Green Star 2—The second Star is on the left corner of the Chomp battle arena. Take out the Chomp to make it easier and hop on the very corner of the platform to grab it.

Bowser Jr.'s Fearsome Fleet



Green Star 1—After flipping the second switch to change the direction of the platform, destroy the Undergrunt Gunner to the right and you will see the Green Star behind him. Jump over to it and retrieve it.

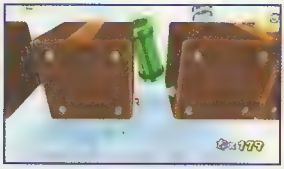


Green Star 2—On the second ship (the one where you found the Comet Medal), go to the very front and walk on the bow out to the Green Star. Make sure you jump up to it before the Bullet Bill hits you!

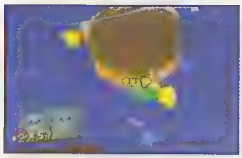
World 4

Supermassive Galaxy

Green Star 1—When you get on top of the giant yellow "?" box, turn around and do a triple jump off the spinning giant coin to fetch the Green Star to the right.

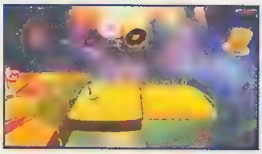


Green Star 2—After you pass the first Thwomp, fall down the next gap (under the second Thwomp) and spin up to the Green Star floating under the brown block.

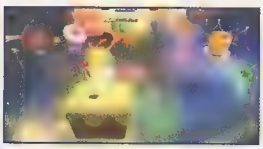


Green Star 3—Jump on the back of the Koopa and spin up to the Green Star. Try to avoid picking up the Spin Drill by jumping over it. Note that jumping on the turtle's back will net you tons of extra lives!

Sweet Mystery Galaxy

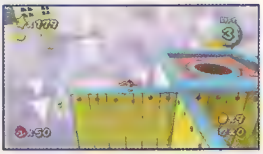


Green Star 1—Just beyond the first checkpoint, the Green Star will be floating under the invisible path. Make sure you change the camera angle so you can see exactly where the Star is located when you flutter up to it with Yoshi.



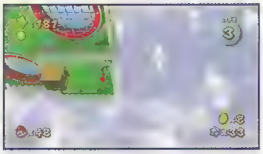
Green Star 2—The second Star can be easily found just beyond the Comet Medal.

Flipsville Galaxy



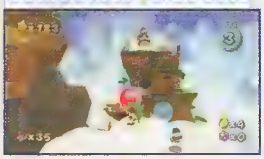
Green Star 1—When you reach the Launch Star on the first planet, walk along the narrow beam and drop down to the shining Green Star.

Green Star 2—The Star is on the roof near where you get the 6-Life power-up between the two rolling Chomps. Use Luigi for this jumping task. Do a series of wall jump and spin moves (spin at the last moment near the opposite wall) to reach the Green Star.



Green Star 3—After going through the moving flip platforms, you will arrive at the Launch Star platform. Flip to the other side of the platform and drop off the very corner where the crate is sitting and you should fall straight (up) into the Green Star.

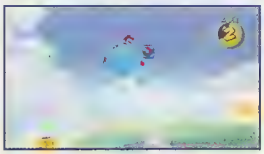
Honeyhop Galaxy



Green Star 1—The Green Star is just behind the red balloon. Instead of picking up the Floaty Fluff, fly directly into the balloon to pop it and grab the Star.

Green Star 2—The second Star is in front of the Queen Bee's face. Climb on her fur as Bee Mario and fly up to it.

Starshine Beach Galaxy



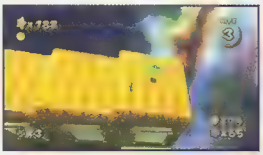
Green Star 1—The Star can be easily seen above the palm tree and yellow "?" block. Use the Blimp Fruit to get onto the block and crouch-jump off Yoshi to grab it.

Green Star 2—For the second Star next to the mushroom-shaped structure, have Yoshi eat a Dash Fruit and run toward the Star. Just as you approach it, flutter jump, then crouch-jump to dismount Yoshi and spin up into the Green Star.

Green Star 3—Activate the Cloud Mario pick-up first; you must go into the Mushroom tower from the bottom of the lake. As Cloud Mario, take the leaf boat over to the rotating buoy. Position the buoy so the trampoline section is facing upward, then use the cloud power to reach the Star. Remember, stay away from the water or you'll lose your Cloud Suit.

Chompworks Galaxy

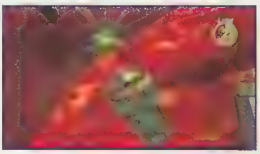
Green Star 1—This one's going to take a lot of practice and lives, but once accomplished, you will feel like a gaming god. Use Luigi for this one. Go up the middle blue ramp and jump and spin toward the right so you grab and hang off the side. Wait for the Chomp to pass, get up, face backwards and do a backwards somersault over the incoming Chomp (crouch button and jump—you don't want to move the analog stick too much or Luigi will change directions). Immediately do another backwards somersault over the next Chomp until you reach the 1-Up mushroom. Long-jump and spin toward the Green Star in the distance.



Green Star 2—On the third planet, go all the way to the end and get on top of the Chomp generator. Jump onto the roof and go all the way back to the start area for the Green Star.

Green Star 3—When you reach the triangular structure, get up to about midway, then go to the right and bounce on the silver conical structure. Spring off the tip of the cone and reach the Green Star.

Bowser's Gravity Gauntlet

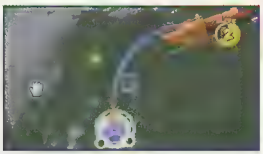


Green Star 1—The best way to get up to the Green Star on the left tower is to jump right into the lava and have Mario's burn hop lift him right up to the Green Star.

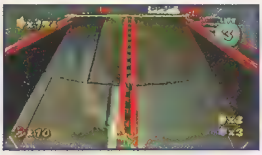
Green Star 2—Just after you exit the water path, you will see the Green Star floating above the yellow "?" block. Perform a backwards somersault onto it, then crouch-jump and spin up to the Star.

WORLD 5

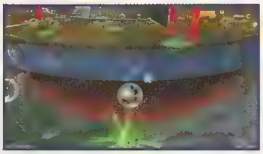
Space Station Galaxy



Green Star 1—Use the Pull Stars surrounding the first Launch Stars to gain momentum and sling Mario up into the Green Star. The best method is to swing around the Pull Stars in a counterclockwise direction and shoot Mario upward.



Green Star 2—After you pass the first Thwomp, go down the red, green and black striped beam down to the Green Star.

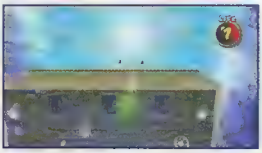


Green Star 3—Go up to the sixth bubble shooter (the one before the second switch) and let a bubble pick you up. It will carry you straight to the Green Star.

Boo Mansion Galaxy

Green Star 1—As you go along the moving pink path, skip the Launch Star and keep going as if you are getting the hidden Star ("The Star in the Sinking Swamp"). Along the way, you will see the Green Star on the left. Quickly long-jump over to it before the pink path disappears. Use the spin move for some accuracy if you miss it slightly.

Green Star 2—From the crescent moon, simply fall down the left side and spin up to grab it.



Green Star 3—At the pop-up book section, get to the very top of the building where the 1-Up mushroom is; use a backflip and spin to get up there. Next, do a long jump and spin to the Green Star in the foreground.

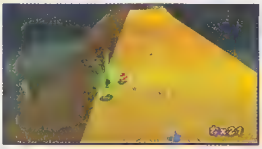
Upside Dizzy Galaxy

Green Star 1—For the first Star, you'll need to do a backwards flip into the sliding red "up" gravity section just as it slides under the Star. Flip if you need to give yourself an extra boost.

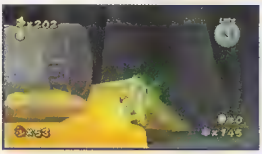
Green Star 2—The second Star is in the very next room above where you found the first one. Get on the other side of the moving platform by using the red "up" strip on the left. Jump up to the Green Star when the platform comes under it.

Slipsand Galaxy

Green Star 1—When you arrive at the first checkpoint, instead of shooting off with the Launch Star, turn around and drop down the sandy flow to the Green Star below.

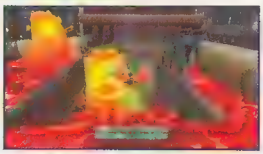


Green Star 2—As soon as you hit the slide on the pyramid, veer left (Mario's right) to grab the Green Star.



Green Star 3—Back on the slide, as soon as the last rolling Rhomp goes by, stay on the very right edge of the track (Mario's left) for the third Green Star.

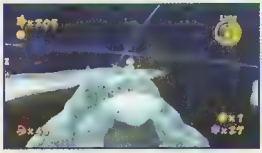
Flood Glide Galaxy



Green Star 1—At the start, immediately dive down and grab the first Green Star.

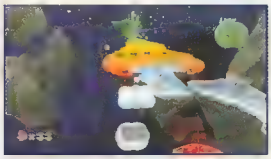
Green Star 2—Just before you reach the giant closing door near the end, keep an eye out for a falling column on the left. You'll see the Green Star appear behind it.

Shiverburn Galaxy



Green Star 1—Once you freeze the planet, use Cloud Mario to get the Green Star on top of the mountain in the middle.

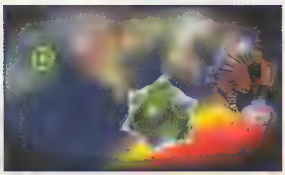
Green Star 2—On the hot lava planet with the moving stone platforms, instead of using the Launch Star, go all the way to the right and grab the Green Star near the burning wall.



Green Star 3—For this Star, you'll need to keep a fully loaded Cloud Mario suit all the way up to the third planet! This means no shaking of the Wii controller or taking any damage whatsoever! The only time you can shake without wasting a cloud is when using a Launch Star. You also might want to avoid any checkpoints here—this will allow you to start from the beginning and fetch another Cloud Flower if you mess up. When you reach the third planet with falling meteors, step on the cloud with the 1-Up mushroom and use the three clouds to get up to the Star.

Bowser Jr.'s Boom Bunker

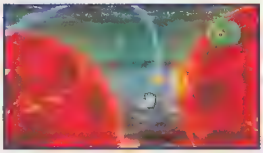
Green Star 1—When you enter the first cannon, aim the reticule above the target and blast off to the Green Star.



Green Second 2—When you enter the second cannon, look to the left of the planet and you'll see the Green Star way off in the distance. Aim and snipe Mario into it!

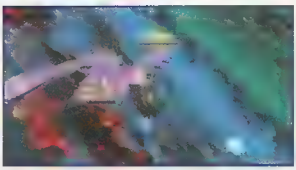
World 6

Melty Monster Galaxy



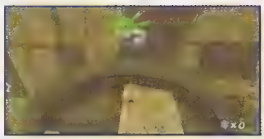
Green Star 1—Use the Pull Stars to sling past the Launch Star and up to the Green Star. If you connect the Pull Stars from a distance (i.e. by twos) you'll gain more momentum and speed.

Green Star 2—When you get on the second tornado whirl, spin and "helicopter" up to the Green Star in the left corner.

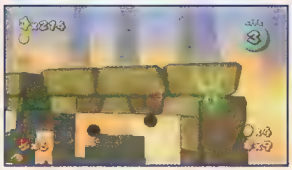


Green Star 3—Toward the end, when you enter the S-shaped track with the bumpers, veer off to the right (Mario's left) just before hitting the second bumper and roll off the side for the Green Star. Make sure you angle it off the corner of the platform so you shoot straight into the Star.

Clockwork Ruins



Green Star 1—The first Star is above the third rotating wheel. Crouch-jump and spin up to it.



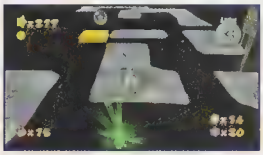
Green Star 2—On the second planet, after you flip the arrow and switch to the bird's-eye view, jump on the outer border of the building and walk around the perimeter to the right to find the second Star.

Green Star 3—Keep riding the rotating gears past the regular Star to reach the Green Star off the side. You will need to keep riding the gear until the very last moment before it falls into the void, at which point you'll need to jump and spin up to it. You may also need to find the "correct" gear that orients you properly toward the Star, so don't be afraid to jump off and hitch a ride on the next one.

continued

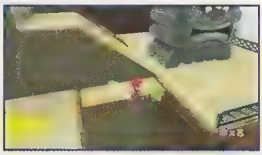
Flash Black Galaxy

Green Star 1—The Star can be easily seen on the top right corner of the mansion, just above the Launch Star. You can either use Yoshi and flutter up and dismount or simply wall-jump with Mario.

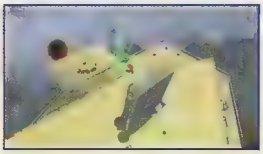


Green Star 2—At the final path with the Octo-Army, go all the way to the end (don't bother collecting the Silver Stars) and you will see the Green Star shining beneath the platform (turn the camera around to see it better.) Drop down and grab it.

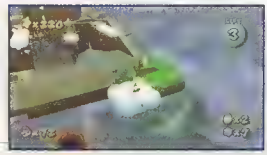
Throwback Galaxy



Green Star 1—Drop through the third gap just before the Thwomp and fall straight down the middle for the Green Star.



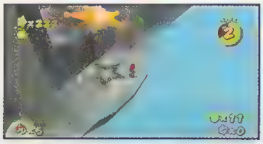
Green Star 2—Make the Whomp King angry and have him fall on his face. Get on his back and hop on his head as he gets back up. Jump up to the Green Star when he walks by it.



Green Star 3—Walk all the way out on the cloud platforms as Cloud Mario and long-jump, creating clouds that lead to the Green Star floating out in the distance. Since the camera doesn't allow you to swing around and see the Star, you'll have to eyeball it and try to jump out as straight as you can.

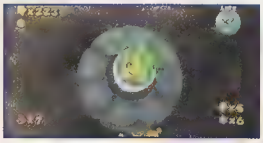
Slimy Spring Galaxy

Green Star 1—The first Star can be easily seen shining behind the column near the pack of Snoodles. Swimming without the shell may be easier, since you can make sharper turns to curve around the column.

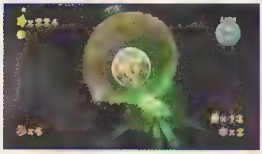


Green Star 2—Instead of using the Launch Star, drop down onto the hidden ledge below. You will find a 1-Up and the second Star.

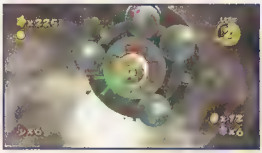
Battle Belt Galaxy



Green Star 1—The first Star is above the glass case on the Jack o' Lantern planet.



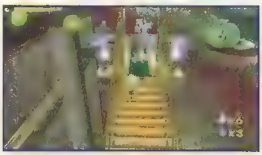
Green Star 2—The second Star is above the glass case of the planet with the mole-like Undergrunts. Beware of the Hidden Star Launcher on the ice planet—if you take it, you'll end up fighting a boss!



Green Star 3—The third Star is above the glass case on the rolling Chomps planet.

Bowser's Galaxy Generator

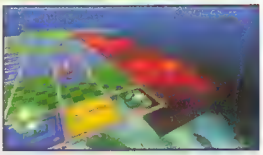
Green Star 1—Use the Floaty Fluff and drift toward the right. Press **A** to let go of the flower and fall onto the Green Star.



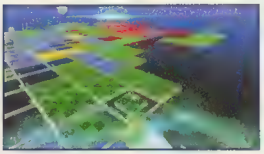
Green Star 2—The second Star is far in the distance behind the Magikoopa at the bridge; you will need at least one cloud to get there. The key is to have one cloud left over as Cloud Mario when you exit the previous area, which can be fairly challenging. Before you reach the Launch Star, try to create a cloud on the same level as where the final Cloud Flower re-spawns. From here, make two clouds (instead of three) to reach the Launch Star. With one cloud in your arsenal, blast away the Magikoopa at the bridge with Star Bits to disable him. (You don't want to spin-attack him!) Run and long-jump off the edge behind him and create a cloud. Long-jump one more time and spin to grab the Star. Luigi has a farther long jump than Mario, so he may be the best choice for this challenging Star. You may also want to bypass the checkpoint at the bridge so you can return back to the Cloud Flowers if you mess up.

WORLD 5

Mario Squared Galaxy



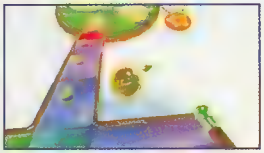
Green Star 1—Go to the back of the head/ear area of pixel Mario (near the 1-Up mushroom). Change the camera angle and you will see the Star sitting under the green panel. Let the panel dissolve from under you and fall onto it.



Green Star 2—Go all the way to the other side of the starting point to pixel Mario's right elbow area. Change the camera angle and you will see the Star sitting under the green panel. Let the panel dissolve from under you and fall on it.

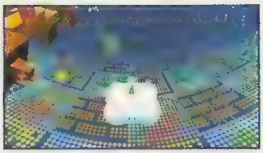
Rolling Coaster Galaxy

Green Star 1—Stay on the left course and roll along the top ridge toward the 1-Up mushroom. As soon as you grab the mushroom, jump up and grab the Green Star.

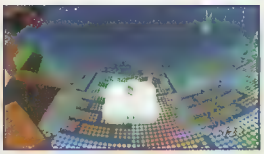


Green Star 2—The Green Star is in the final gap to the right just before you take the slide to the end. The trick is to slow down when you hit the second rainbow track so you can approach the Star with more precision. If you go too fast, it's easy to overshoot it.

Frosty Flails Galaxy

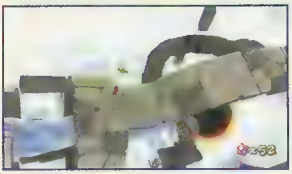


Green Star 1—As soon as you grab the Cloud Flower, start cloud-hopping to the Green Star floating on the right.

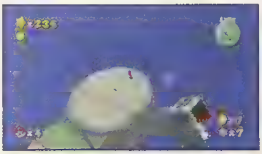


Green Star 2—The second Star is further down and is also floating on the right, past the rotating cogs and near the twisting platform with the 1-Up mushroom. Use Cloud Mario to retrieve it, just like you did with the first Star.

Stone Cyclone Galaxy



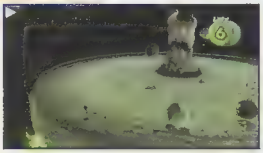
Green Star 1—You'll need to perform a triple jump to the Star above the first Tox Box (see the shadow for its location). The best direction in which to perform the triple jump is as you follow the Tox Box around the ring. Performing it from the ramp is a bit harder, so it's best to do it at your first pass.



Green Star 2—The second Star can be found at the very end, floating out in the distance. Do a long jump and spin to retrieve it.

Boss Blitz Galaxy

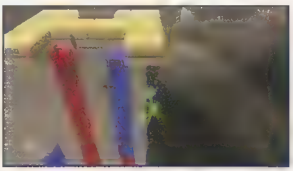
Green Star 1—The first Star is under the tree on the planet with the Major Burrows boss.



Green Star 2—The second Star is off to the edge of the planet when you fight Bouldergeist. Drop down (don't jump) to fetch it.

Flip-Out Galaxy

Green Star 1—Instead of taking the first green warp pipe, use the red wall and wall-jump up to the top (you'll have to flip at the top to "open" the roof). Pick up the 1-Up and drop down to the right for the Star.

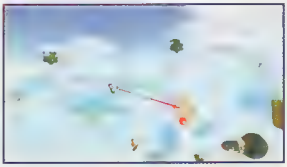


Green Star 2—Just before the regular Star at the end, you'll see the Green Star off to the right. Wall-jump up the blue and red walls normally all the way to the top. Stand on top of the red wall section and jump down toward the Green Star. Spin if you need another boost or more accuracy.

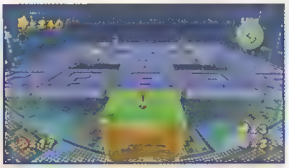
Grandmaster Galaxy

Once 120 Green Stars are acquired, the Grandmaster Galaxy will appear as a new destination!

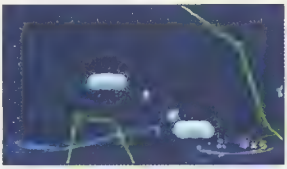
The Ultimate Test



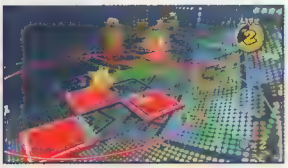
1st Section— Don't waste any time when swinging through the Yoshi flowers. Keep pointing at the flowers and hitting the **B** button! If you slow down at any point, a Bullet Bill will catch up to you and knock you out of the air. Flutter-jump to the final pole and Mario will automatically latch onto it. Quickly climb and dash out of there with the Launch Star.



2nd Section— You know the drill: Switch all the blue panels to yellow by stepping on them. If you backtrack at any point, the laser bots will almost definitely zap you. The best route is to do the outside square first, then fill in the inside five panels by hopping around them. This should prevent any retreading. Nevertheless, you'll soon associate this area as the "rest" section!



3rd Section— Don't be afraid to jump off clouds and drop down to Cloud Flower pick-ups below. Just don't touch any part of the electric barrier! As a Cloud Flower section, this is relatively short and easy compared to some of the turmoil you've encountered earlier (like Flip-Out Galaxy!). It is possible to bring some clouds over into the next section, but the benefit will be fairly minimal.



4th Section— This spot can be pretty rough. They key is to take it slow and methodically jump three times each time the bots send out their sequences of three laser rings. It's best to jump in place when avoiding the rings and quickly move ahead when it stops. Once you reach the green platforms ahead, the bot left behind will immediately become disabled, which is somewhat of a solace. Don't bother deflecting any of the coconuts back at the enemies; they'll only mess with your flip panels. Speaking of the flip panels, it's not necessary to flip them at all. In fact, flip them once to red, since this is the better path formation, and hop over the gaps to move ahead. It's just one less thing to think about.

5th Section— In the first part, you can actually long-jump out toward the Pull Stars and immediately pull yourself up with the beam to avoid most of the platform altogether. Don't rush this section too much; study the movement of the lasers before making a move. For the final stretch, you'll need to sling out toward the Coin and pull yourself back in toward the platform to avoid the barrier. This section may seem intimidating at first, but you'll soon know it like the back of your hand since it's the last checkpoint of the game before the dreaded final section!

6th Section— Ignore the first set of Hammer Bros. on the green carpet and proceed to the Launch Star. Defeat the Hammer Bros. on the pink blocks so you can set yourself up for hopping across the spinning face platforms. Be as quick as possible or the hammers will knock you off the platforms. Use a spin move in the air if you need to buy some time before the platform flips. Spin moves can also deflect hammers if timed correctly. To obtain the Comet Medal on the right, you'll need to jump out and spin back onto the block. Make sure you've cleared the block of the Hammer Bros. first, though. The Power Star will appear when you defeat the three Boomerang Bros. on the last platform. Clearing the surrounding Hammer Bros. will certainly make the final battle easier, but the real goal is to take out the last three Boomerang Bros., so don't risk your health too much on other pursuits.

The Perfect Run— Finally, once you've obtained the Comet Medal for Grandmaster Galaxy and deposited 9,999 Star Bits into Banktoad's bank, a Prankster Comet will appear over Grandmaster Galaxy. The final challenge—The Perfect Run—is the entire Grandmaster course with only one wedge of life! Defeat the final Boomerang Bros. without sustaining any damage and you'll get the final 242nd Star. Rosalina will appear on Starship Mario to thank you for completing the hardest of the hardcore challenges. Congratulations…you've conquered another Mario universe!

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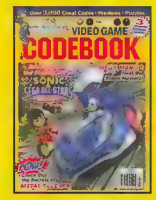

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Wii

Strategy Guide by Pat Reynolds

LEGO Harry Potter YEARS 1-4

Covering the first four books in the Harry Potter series, *LEGO Harry Potter* will be familiar to those who have played any of the other LEGO video games. You'll explore massive free-roam areas (Hogwarts School and Diagon Alley) and battle through story-based stages, collecting thousands of LEGO studs and hundreds of gold bricks. The addition of magical spells is what sets *LEGO Harry Potter* apart from earlier LEGO titles. As you progress through the story, you'll learn new spells—each with different effects—and you'll need to use the right spell for each trial in your path. This guide will give you the answers to any questions you might have as you journey along with Harry and his friends.

DIAGON ALLEY

Along with The Leaky Cauldron, Diagon Alley serves as the "hub" for *LEGO Harry Potter*. You can return here via the pause menu between stages to replay completed stages or do some shopping.

Madam Malkin's Robes

This is where you'll find all of the Character Tokens you unlock throughout the game. Once you've snagged a Token, return to Madam Malkin to purchase that character by spending some LEGO Studs. You can also go upstairs and visit the Create-a-Character [illegible]. Here, you can build your own unique LEGO avatar to use in Free Play mode.

Eeylops Owl Emporium

Head over to Eeylops to purchase a handful of Gold Bricks if you need a few more to unlock a new Bonus Stage in Gringott's Wizarding Bank down the street. Go upstairs and you'll find an assortment of Red Bricks (cheats) for purchase.

Wiseacre's Wizarding Supplies

There are lots of fun spells available for purchase in this shop. All of these are assigned to the same slot in your spell wheel, and most of them act as attack spells with various humorous effects on their targets. The last and most expensive spell (it costs 4,000,000 LEGO Studs) is Accio, a summoning spell that brings potion items to you. Look upstairs for the cheat entry screen. Enter cheat codes here to unlock all kinds of characters, cheats and spells.

Gringott's Wizarding Bank

The Wizarding Bank houses all of the special vaults with the Bonus Stages. Each Bonus Stage costs a number of Gold Bricks to unlock.

THE LEAKY CAULDRON

The Leaky Cauldron serves as your access point to the story mode. You can replay levels in Free Play mode from the board on the wall, head back to Hogwarts Castle or enter Diagon Alley. It also has a secret basement area, accessible after you learn Reducto in Year 4. Blast the silver lock on the trap door in the floor to enter a hidden basement. Here you can build a special statue for each Year, provided that you've completed the Year 100%. That means you've found all the House Crests and Students in Peril and earned True Wizard status for all six levels.

WALKTHROUGH

This section offers hints and tips for making it past all of the puzzles in each stage. We've kept this walkthrough spoiler-free where hidden items are concerned; you'll find that info in the "Hidden Items" section in the pages that follow. This way, if you're having trouble getting through a stage but want to try to find all of the secrets on your own, you can just consult the walkthrough for the solution.

YEAR 1: HARRY POTTER AND THE SORCERER'S STONE

In Harry's first year at Hogwarts School of Witchcraft and Wizardry, he'll learn some core spells such as Wingardium Leviosa that will be used often throughout the entire game. You'll also get a guided tour of the Hogwarts grounds and attend a few classes while trying to solve the mystery of the Sorcerer's Stone.

Level 1: The Magic Begins

Characters: Harry, Hagrid, Griphook

Put Harry on the floor near the staircase in the top right corner of the room, then switch to Hagrid and use Wingardium Leviosa to raise Harry up to the stairs. Switch back to Harry and grab the key on the balcony. Drop to the floor and use the key to open the door.

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Outside, switch to Hagrid and use Wingardium Leviosa on the scattered LEGO blocks on the ground to open the hidden entrance into Diagon Alley.

To clear the path into Gringott's Bank, you'll need to locate the three ingredients for the cauldron near the roadblock. Check the spider web in a doorway on the left, the ice cream cart to the left of the cauldron and a table on the right side of the road to find the necessary items. Add them into the cauldron to detonate the roadblock. Switch to Hagrid to open the door into Gringott's.

Inside Gringott's, talk to the head goblin at the desk at the far end of the room. He'll join your team, allowing you to access the locks that can only be opened with goblin characters. Open the first lock and then have Hagrid pull the chain to enter the vault.

The goblin can open the safe inside the vault, which spews out a bunch of LEGO pieces. Use Hagrid's Wingardium Leviosa to manipulate the LEGOs into a window on the wall, which then becomes a door leading into the next area.

Clear the fire-breathing dragon away from the doorway by having Hagrid pull the chain in the wall below it. Back outside in Diagon Alley, walk up the street to Ollivanders' wand shop to complete the level.

HOGWARTS CASTLE: Wingardium Leviosa

Before leaving the Gryffindor dorm, be sure to shoot all of the beds with your wand for an easy gold brick. Shoot the chests in the room as well; you'll unlock a new version of Ron for purchase at the character shop in Diagon Alley. Notice the objects in the room that can be affected by Wingardium Leviosa—since you haven't yet learned the spell, you'll need to return here later to interact with them. Target the spider webs on the doorway to clear the exit.

To leave the common room, shoot the painting that hangs to the right of the exit door to flip it around, then shoot the wizard inside the painting to get the dresser to move away from the door.

To navigate the immense grounds of Hogwarts School, you'll need to follow Nearly Headless Nick, your ghostly guide who leaves a trail of ghost LEGO Studs leading to your next destination. You'll also see blue arrows above the appropriate doors and exits.

Head up the stairs and use Ron's pet rat Scabbers to enter the tube near the door. Return to the bottom of the staircase and interact with the portrait to move the staircase. Follow the ghost to your first class.

After entering your first class, you'll be given a new spell (Wingardium Leviosa) and tasked with rescuing three stranded students. Cast it on the weight on the ground floor to free the first student.

Use Wingardium Leviosa on the LEGO blocks to create a staircase and go to the upper level of the room. Target the picture and shoot to release the wizard inside; he will toss out some LEGO pieces. Cast Wingardium Leviosa on them to create a claw, then target and move the second weight to free the next student.

continued

In the corner of the upper level, use Wingardium Leviosa to put the knight back together (he has three pieces—torso, head and spear), then move the weight with Wingardium Leviosa to free the final student. With the lesson completed, you'll permanently add Wingardium Leviosa to your available spells (when using student characters).

Back in the halls, use Wingardium Leviosa to stack the colored blocks to match the picture on the wall and open the doorway.

Level 2: Out of the Dungeon

Characters: Harry, Ron

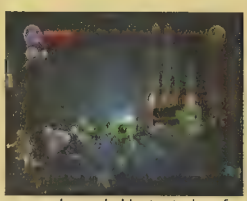
The path forward is blocked by jets of poisonous gas. Switch to Ron and send Scabbers into the tubes to disable the poison jets.

Shoot the shaking bookcase to release two LEGO blocks, then use Wingardium Leviosa to shape them into a staircase to reach the upper level. Run to the right and cast Wingardium Leviosa on the torch to send some scattered LEGO pieces down to the ground. Drop down and activate the LEGOs to turn them into a trident, then cast Wingardium Leviosa again to give the trident to the statue, which will move the stone sphere out of the way.

Wingardium Leviosa the mess of LEGO blocks beneath the portrait to create a light for the wizard inside the picture frame. Shoot the portrait to get the wizard to temporarily disguise Harry as a girl. Run to the bathroom door and interact with the portrait above it to be allowed to enter.

The boys can't take on the giant troll without using their newly learned magic spell, Wingardium Leviosa. Stay out of the monster's path as it rampages around the bathroom. Wait for the troll to throw an object at you, then cast Wingardium Leviosa and send it back, knocking the troll dizzy. When the troll drops its club, move up and levitate the club above the beast's head. Let it drop to knock out the troll permanently and finish the stage.

HOGWARTS CASTLE: Lumos, Broomstick Flight and Lumos Solem



It's time to learn your second spell: Lumos. It causes the tip of your wand to light up—and more importantly, it will scare away the devil's snare plant wherever it grows. Finish the lesson by finding the LEGO pieces that are scattered around the classroom and guarded by tentacles of devil's snare.

Your next stop is Professor Snape's potions class. To create the potion of strength, you'll need to find three ingredients that have been hidden around the room and place them in the cauldron. Start by casting Wingardium Leviosa on the giant snake on the pillar and grab its tooth when it reaches the ground.

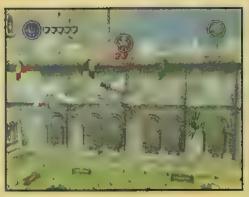
Move the section of tube back into place, then send Scabbers in to knock the second ingredient down to the floor.

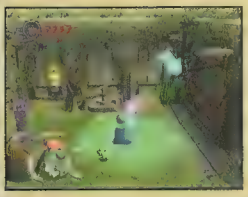
In the back corner of the room, cast Wingardium Leviosa on the golden door to reveal a hanging skeleton. Cast at it to knock loose the third ingredient, a skeletal arm. Add it to the cauldron to complete the potion. Drink from the cauldron and pull the chain in the wall to complete the lesson.

The next class will teach you an offensive upgrade to the Lumos spell—Lumos Solem. Some strains of Devil's Snare won't be driven away by a fancy light show, so you'll need this spell to destroy them from a distance. Cast it on the plants in the room to clear them out.

To break through the barrier into the chamber where Ron is being held, you'll need to rebuild a cart located at the opposite end of the room. Activate or destroy everything until all of the necessary pieces are on the floor, then cast Wingardium Leviosa to build the cart. Jump in to smash the barrier.

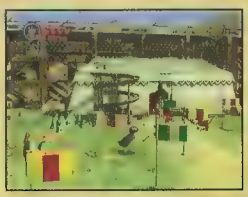
Head back outside and into the courtyard to learn about broomstick riding. Harry is the only student who's proficient with this skill. Chase the gargoyles around and zap them with your wand, then shoot the giant plant that appears to complete this lesson.





Shoot the bushes to locate the ingredients for the strength potion. Cast Lumos Solem on the devil weed to release the LEGO pieces, then cast Wingardium Leviosa to create the device with the chain pull. Drink the potion and pull the chain to open the door leading to the Quidditch grounds.

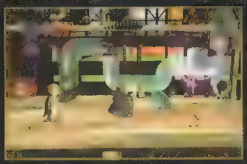
In the grounds outside the Quidditch field, raise the flags to reveal character tokens for Katie Bell and Padma Patil.



Level 3: A Jinxed Broom

Characters: Hermione, Ron

Lift the sections of the tube into their places, then use Scabbers to run through the tube and onto the upper floor.



The student there will be so scared that she'll runs wildly away, knocking some large LEGO blocks down to the lower floor. Use Wingardium Leviosa to build these blocks into a staircase.

Smash all of the objects in the upper floor room, then cast Wingardium Leviosa to create a bookcase. Hermione can activate the bookcase—watch the pattern of the symbols closely and then recreate it to clear the path forward.

An evil student blocks your way to the upper level—get close and he'll knock you back to the lower floor. Shoot the closed portrait on the wall beneath the enemy student, then zap the wizard in the portrait to clear the way. Place the giant LEGO blocks to make a staircase and head up.

Use Hermione's skill with the bookcase once again, then cast Wingardium Leviosa on the three platforms and lift them up into their moorings on the wall to create steps. Shoot the barrels of explosives to open the final gateway and finish the level.

Level 4: The Restricted Section

Characters: Harry, Ron

The first room is protected by guard books—they'll prevent you from moving past them, so you'll need to deal with them first. Equip Harry's invisibility cloak and approach each book, then jump on it to put it out of commission.

To the right of the large door, shoot the flower patch to reveal a cauldron, then move the cauldron over near the door. To exit the room, you'll need to find the three ingredients for the potion.

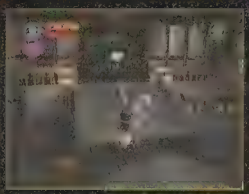
continued

Stand on the statue's book and your partner will levitate you upward. Jump to the balcony and shoot the flowers to find your first ingredient.

Shoot the bookcase on the balcony where you got the flower to reveal a large spider web. The second ingredient is the spider; grab it and add it to the cauldron.

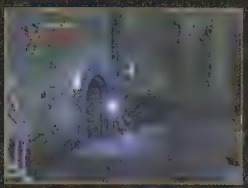
Finally, head to the opposite side of the room and shoot the desk to reveal some LEGO blocks. Cast Wingardium Leviosa to create a book on the ground near the statue. Stand on the book and it will rise into the air (courtesy of your partner). Jump to the balcony and cast Wingardium Leviosa on the torch near the ice wall, revealing the final ingredient for the cauldron.

In the next room, shoot the low wall of books to reveal the first LEGO piece needed to open the lock. Carry it to the lock and place it there, then repeat this with the two other pieces, which are conveniently lying on the ground right next to the lock.



Get the key from the other side of the gate and carry it to the locked gate on the far end of the room. You'll need to watch for Argus Filch in the next room—if he grabs one of your characters, switch to the other and zap Mrs. Norris, Filch's pet cat. She'll run off and Filch will follow after her.

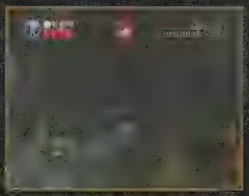
Clear the entrance to the tube by zapping the pile of books, then send Scabbers up through the tube. On the platform above, knock over the piece that fits the large door. Pick up the piece and place it in the door to unlock it.



Cast Lumos to move the devil's snare out of the way and release the ghost from the alcove behind it. Target the bats above the curtain to reveal the Mirror of Erised and complete the level.

Level 5: The Forbidden Forest

Characters: Hagrid, Fang, Ron, Hermione



You'll have a new ally for this mission: Hagrid's faithful hound, Fang. Fang's unique skill is the ability to dig up certain patches of ground—you might recall seeing some of these on the grounds outside of the Quidditch field earlier in the game. You can find the Fang character token near the ladder that you create early in the level.

You'll face attacks from giant hornets throughout this stage. You can zap them with a wand or shoot them with Hagrid's crossbow, but they'll keep coming as long as their nest is intact. Quickly locate and shoot it whenever you're attacked by hornets to end their threat.

To reach the end of this stage, remember the lessons you've learned thus far. If you look for objects that can be manipulated with Wingardium Leviosa and devil's weed that can be cleared out with Lumos Solem, you'll reach the end easily.

HOGWARTS CASTLE: Fluffy

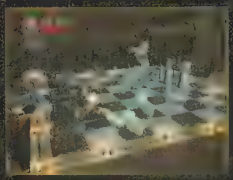
To follow Professor Quirrell into the chamber beneath the tower, you'll need to pacify Fluffy, the three-headed guard dog. Shoot the wizard in the portrait and he'll throw a rubber duck onto the floor. Zap the duck with your wand to grow it to Fluffy-size, then use Wingardium Leviosa to levitate it to the giant dog. Build the harp from the LEGOs scattered on the floor to pacify Fluffy and run past him into the trap door.

Level 6: Face of the Enemy

Characters: Harry, Ron, Hermione

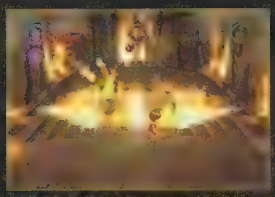
The entryway is guarded by lots of devil's snare. By now you should be a master of using Lumos and Lumos Solem to get rid of these annoying weeds.

In the key room, you'll need to chase down the winged key to catch it. There's a broomstick in the room—switch to Harry and take flight, zapping the key to drive it to the ground where you can collect it.



To exit the next room, you'll need to play a giant game of Wizard's Chess. Watch for the pieces that move and beckon to you, then zap them with your wand to move them.

It's time to face off against the Voldemort-possessed Professor Quirrell. His attack pattern isn't difficult to pick up. He'll shoot fireballs that target your position. Run back and forth to avoid getting hit. Eventually he'll send a glowing Voldemort head your way. Watch for the telltale purple glow that indicates the ability to use Wingardium Leviosa and send the head back to Quirrell, knocking him dizzy for a few seconds. Jump over the fire and attack Quirrell to cause damage.



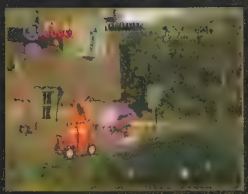
After taking damage from Harry's touch, Quirrell will regain his senses and throw Harry back across the fiery chasm. A new chasm will open, and Quirrell will begin his attack pattern again. It takes a total of three hits to finish him off. Each time you hit him, the fire chasms will get a bit more difficult to traverse when you need to jump across. Watch your step and you'll quickly defeat the evil Professor.

YEAR 2: HARRY POTTER AND THE CHAMBER OF SECRETS

In Harry's second year at Hogwarts, a mysterious enemy begins attacking students with non-wizard parents. Harry and his friends will learn useful new spells and potions while searching for the clues needed to open the Chamber of Secrets and confront the terrifying enemies within.

Level 1: Floo Powder!

Characters: Harry, Ron, Hagrid

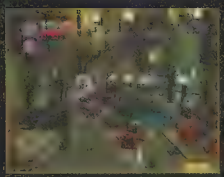


There are a couple of things to do in the Weasleys' yard before you enter their house. Build the pumpkin car and drive it over the planted carrots to dig them up, then cast Wingardium Leviosa on each carrot to send it flying into the sky. Look for the gnomes around the yard as well—cast Wingardium Leviosa on each of them to eliminate them in humorous ways.

After cleaning up the Weasleys' kitchen area (levitate the sink's faucet into place and move the dishes to the table), head to the living room to prepare for the floo powder transport to Diagon Alley. Before you can go, you'll need to find Ginny—she's hiding under the orange chair. Zap it to force her out of hiding, then stand in front of the hearth to be zipped away.

Harry didn't quite say "Diagon Alley" correctly, and ends up in Knockturn Alley—the dark magic equivalent of Diagon Alley—instead. Hagrid replaces Ron here, and you're going to need his strength to pull some chains on the way back to Diagon Alley. Start by casting Wingardium Leviosa on the broom and cleaning off the mirror near the staircase.

The mirror reveals an invisible chain attached to the giant hand in the middle of the room. Have Hagrid pull the chain and force the hand to release the LEGO blocks it's holding. Assemble these blocks to make a sword, then levitate it up into the portrait on the wall to help the wizard inside defeat a dragon. The wizard will toss out the key that allows you to leave the shop.

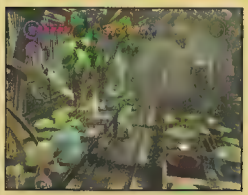


Outside, shoot the jack-in-the-boxes to force them to spit out some LEGO pieces that can be put together to form another chain for Hagrid to pull. This one removes the shop cart from the road, allowing you to continue out of Knockturn Alley. Shoot the chest along the road to find another character token for a different version of Harry, then pull the final chain to open the gate leading into Diagon Alley.

continued

HOGWARTS CASTLE: Mandrake Handling & Immobilus

Bring the three ingredients (found around the small courtyard) to the cauldron to make a strength potion. Use it to pull the chain in the wall on the right side of the courtyard and open the gate.



It's time for another trip to Herbology class, where you'll learn the fine art of handling mandrakes. These screaming plants require earmuffs to approach; you can find a pair in the cupboard. To complete the lesson, simply collect the three loose mandrakes and replant them in the pots nearby.

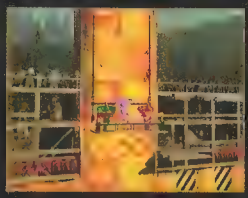
On your way to the next class, you'll need to use your new mandrake-handling skill to put a couple of the loudmouthed sprouts to rest. You'll also discover a new ability for the mandrakes: Their screams will break walls made of glass. Simply approach the glass wall while holding the mandrake and it will shatter.

In Defence against the Dark Arts class with Professor Lockhart, you'll pick up another useful spell. Immobilus lets you deal with the blue Cornish Pixies you've seen in a few places before, but have been unable to attack. It takes two blasts from Immobilus to permanently defeat a Pixie.

Level 2: Dobby's Plan

Characters: Hermione, Ron, Hagrid, Madame Pomfrey

You'll begin this stage on the familiar scaffolding of the Quidditch stadium. Your goal is to locate Dobby and stop him from sending the jinxed bludger after Harry. Each time you zap Dobby, he'll disapparate to a new location and you'll need to find him again.



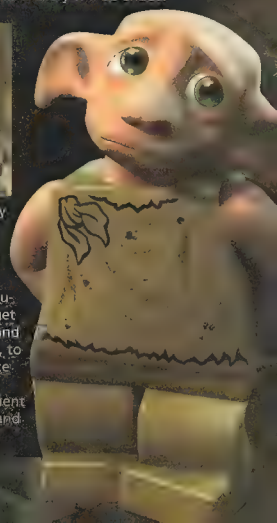
After zapping Dobby the first time, you'll need to call upon Hagrid's strength to pull the chain and lower a section of the seating, forming a bridge to the other side of the stands where Dobby has fled. Zap him again to cause him to flee.

Dobby is out in the open again, so zap him once more. Next, levitate the large purple weight directly upward and into place on the chain to open the gate.

When Dobby hides in the cabinet, you'll need to pull the chain on the upper level to drop some large LEGO blocks onto the ground. You can cast Wingardium Leviosa on these to form some stepping blocks to reach the floor with the cabinet. Zap it to force Dobby out, then zap him to send him to his final hiding spot.

Switch to one of the students to defeat the Cornish Pixies (Hagrid doesn't know Immobilus) and lower the bridge. With this accomplished, you can cross to the other side and cast Wingardium Leviosa on the barrel where Dobby has hidden to uncover him. One last zap and his trickery will be ended.

In the infirmary, Madame Pomfrey will replace Hagrid on your team. She knows some useful spells, including one that can break the silver lock on the cabinet in the corner of the room. One of the students can enter the cabinet and get earmuffs. Pick up the Mandrake and carry it to the corner of the room, to the left of the door. The Mandrake will shatter the glass, revealing a potted plant with the first ingredient for the cauldron. Grab the plant and replace it with the Mandrake.



Levitate the skull onto the skeleton above the bed near the earmuff cabinet and the skeleton will come to life! It will dance around before falling apart again, leaving the second cauldron ingredient behind.

Finally, levitate the bed in the middle of the left wall to find LEGO pieces that can be built into a knight. The knight will crush the golden lock on the door, allowing you to enter the next room. Cast Wingardium Leviosa on the purple broom and levitate it up to clear out the spider web. Another web will appear, this time with a spider on it. Use the broom to knock the spider down, then pick it up and add it to the cauldron to finish the healing potion and end the stage.

HOGWARTS CASTLE: Expelliarmus, Parseltongue and Polyjuice Potion

Your next stop at Hogwarts is Dueling class. You'll be given a new spell, Expelliarmus, and tasked with shooting five target dummies apiece as Harry and Ron.

After mastering your new spell, it's time to put it to a real test in a duel against another wizard. Draco Malfoy will shoot back, so watch for his blasts and jump to avoid being hit. You'll need to hit Malfoy five times to win the duel. After the duel, Harry discovers that he is a Parseltongue, gifted with the rare ability to speak to snakes. This new ability will be automatically added to Harry's repertoire of passive skills.

Follow the ghost to your next destination. Along the way you'll get the opportunity to put Parseltongue to use—speak to the snake head guarding the doorway, then cast Wingardium Leviosa to build the snake statue piece by piece on the pedestal to the left of the door. Be sure to start with the section of snake that has the tail (look for the pointed end piece).

In the Potions classroom, you'll need to find three ingredients to learn to make the Polyjuice Potion. Start by lifting the carte off of the cauldron along the left wall to release the first ingredient. Continue further down the left wall and cast Wingardium Leviosa on the golden door to reveal a Cornish Pixie holding the second ingredient.

Soot the jars on the table in the far right corner of the room to grow a large vine with the third ingredient. Once all of the ingredients are placed into the cauldron, you'll receive a new character: Justin Finch-Fletchley, a Hufflepuff student. When you use the Polyjuice Potion, you'll get to choose which character you want to impersonate. Choose Justin and you'll be able to talk to the portraits on the wall, completing the lesson.

After cleaning the portrait with the nearby broom, you'll need to mix up another batch of Polyjuice Potion (shoot the tapestries draped over the railings and the raincloud along the northern wall) to once again invoke the visage of Justin Finch-Fletchley. Talk to the portrait to open the curtain and continue to the next stage.

Level 3: Crabbe and Goyle

Characters: Harry, Ron

Cast Wingardium Leviosa on the sleeping Crabbe and Goyle to lift their hair, which is the first ingredient for the Polyjuice Potion you'll need to infiltrate Slytherin's dormitory.

Go to the far end of the room and levitate the broom on the floor up to the bookshelf on the wall, knocking a valve loose. Pick up the valve and place it into the water tank further down the wall.

continued

Stand on the furthest toilet lid to the right and cast Wingardium Leviosa on the valve above you. Jump across to the last raised toilet lid to cause the chained toilet to explode. Lift the pipe from the debris into place to clear out the toxic toilet stall and reveal the last ingredient for the Polyjuice Potion.

Jump into the water to the right of the blocked door and cast Lumos to clear the Devil's Weed away. Cast Wingardium Leviosa to bring the chest into the room, then put the LEGO pieces together. Attack the four snakes that pop up from the grates on the floor (you'll need to stand in front of them to hit them; regular wand zaps work). Build the knight from the golden pieces that each snake leaves behind to clear the way into the Slytherin Dorm.

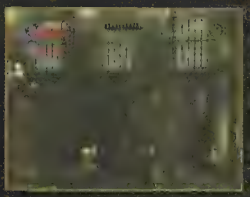
Head to the right to find a fishbowl on a table and cast Wingardium Leviosa to release the fish, which will hop over to the other fish tank where Malfoy put the snake eyes. Put the fish into the tank, then lift out the skull with the snake eyes. Finally, replace the snake eyes using Wingardium Leviosa to complete the stage.

Level 4: Tom Riddle's Diary

Characters: Harry, Ron, Tom Riddle

You must defeat Moaning Myrtle at the beginning of this stage. She hides in the stalls and throws objects out at you. Use Wingardium Leviosa to send them back at the stalls, opening the doors. Myrtle will run to a closed stall each time, but when all of the stalls are opened, you can zap her with your wand to damage her. It takes four hits to defeat Myrtle.

Inside Tom Riddle's diary, you'll need to brew up a Strength Potion. Cast Wingardium Leviosa on the bookcase that's next to the wall where you begin to find the first ingredient.

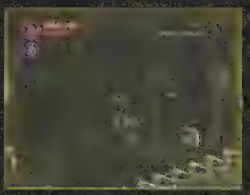


The three pressure plates on the ground will temporarily cause platforms in the wall to protrude, allowing you to reach the upper level balcony. Once on the balcony, head to the right and cast Wingardium Leviosa at the pressure plate on the wall in the alcove, then step on it to keep the wall platforms out permanently. Jump across the gap and zap the chest in the next alcove to find the second potion ingredient. Return to the upper balcony and head to the left this time to find the final ingredient.

Back on the ground floor, cast Lumos on the Devil's Snare to reveal a cupboard. Grab the earmuffs from inside and go pick up the Mandrake in the middle of the room. Walk it to the glass cabinet to the right of the cupboard to shatter the glass and reveal the chain, then plant the Mandrake in the pot nearby.

Run to the right side of the room and shoot the Cornish Pixies, then cast Wingardium Leviosa on the LEGO blocks they were holding and place them on top of the archway in the wall. Now return to the cauldron, drink the Strength Potion and pull the chain to reveal more large LEGO blocks. Place them atop the nearby archway.

Drink from the Strength Potion again and quickly return to the upper balcony. Run to the right, jumping across the two archways to reach the small platform in the far corner of the room. Pull the chain to open the door leading out of the room.



In the next area you'll need to use another pressure plate to switch the staircase ramp in order to progress into the room. To switch the second staircase, shoot the portrait on the wall and the wizard will toss out a pressure plate that you can lift onto the pole in the ground.

To get past the revolving door, cast Wingardium Leviosa on the table to spin it while your partner is standing in front of the door. Once he's on the other side, switch to him as your active character and cast Wingardium Leviosa on the table on that side of the door.

Shoot the banner on the wall just past the gate, then cast Wingardium Leviosa on the LEGOs to build a spring. Hop on the spring to reach a high platform where you can cast Lumos on a Devil's Snare and force it to drop some flat LEGO Blocks. On the ground, lift the LEGOs into their fittings on the wall to create two platforms. Up above, cast Wingardium Leviosa on the pillars to open the door and complete the level.

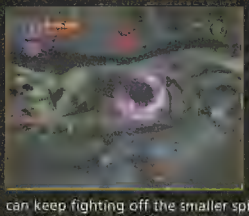
Level 5: Follow the Spiders

Characters: Harry, Ron, Fang

Pull the tree stump out of the ground and hop on to ride it over to the ledge. Jump onto the ledge to continue forward. Shoot the patch of flowers to the north, then cast Wingardium Leviosa on the stack of circular LEGOs to create a cloud. Levitate it to the left to water the tree and create a ladder for your team to reach you.

Use Fang to dig at the base of the dead tree to turn it into a bridge. Use Harry to fly the broomstick across to the far side of the river, then cast Wingardium Leviosa on the LEGOs on the dock to make a ramp, allowing your teammates to come across safely.

Zap the Cornish Pixies with Immobilus to release the tree that they're holding onto, then have Fang dig at the base of the large tree to the right.



Hagrid's old pet spider Aragog won't be happy to see Harry and Ron, and will immediately set about trying to kill them. Stay on the move to avoid the webbing that Aragog shoots. If you get webbed, switch to the other character so you can keep fighting off the smaller spiders. Look for the dark-colored spiders that flip upside down when you zap them. Cast Wingardium Leviosa to levitate them in the air and throw them at Aragog to cause damage.

It's a mad dash to get out of the Forbidden Forest as you drive either a car or a motorcycle and try to stay ahead of Aragog and his many sons and daughters. Try to follow the line of LEGO Studs along the ground—it shows the safest route through to the exit from the forest.

Level 6: The Basilisk

Characters: Harry, Ron, Gilderoy Lockhart, Ginny

Clear the rubble out from the base of the animal tube, then send Scabbers inside to press the red button. Use Lumos to clear the Devil's Snares from the two stalls and open them up. Cast Wingardium Leviosa to lower the tube section down, then have Scabbers run to the end of the tube and press the second button.

Follow the frog to the cupboard and cast Wingardium Leviosa to empty it out. Build the plunger-mobile from the pieces and ride it over to the clogged toilet to empty its LEGO load onto the floor. Now you can use Wingardium Leviosa to build all of the loose pieces into a sink and mirror with a snake guardian. Use Harry's Parseltongue ability to talk to the snake and open the path into the Chamber of Secrets.

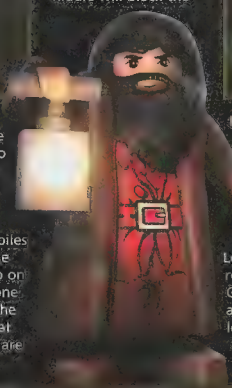
Use the nearby plunger to plug up the octopus, letting you build a platform that will take you up to the second level of the room. Run to the right and build the skeleton, which will fish out another octopus. Jump across the spout of water and build the LEGO pieces on the far side to form a bridge.

continued

On the other side of the bridge, cast Wingardium Leviosa on the large green snake statue to lower it down and allow Harry to ride up to the top. Lockhart and Ron must stay behind here—only Harry can proceed into the Chamber of Secrets.

You'll need to make a Strength Potion to be able to pull the chain that's up the ramp on the left side of the room. Look for the three piles of stones against the wall—there are two on the right side and one on the left side of the room. Stand against each pile until the Basilisk charges at you, smashing the rocks. The ingredients for the potion are in each of the alcoves behind these rock piles.

Once you've made the Strength Potion, drink it and pull the chain to open the gate. Tom Riddle will block the path, so you must first return to the ground and shoot at the Basilisk until it retreats. Return to the open gate and use Wingardium Leviosa to open the path for Harry to reach the Basilisk again. Cast Wingardium Leviosa on the Sorting Hat to reveal the Sword of Godric Gryffindor. Stand in the alcove to avoid the Basilisk's attacks and levitate the sword into the glowing blue orb to finish the Basilisk for good.



YEAR 3: HARRY POTTER AND THE PRISONER OF AZKABAN

Things begin to get dangerous for Harry and his friends as they try to discover the truth about the escaped convict Sirius Black. They will learn new spells that let them fight off Boggarts and the terrifying Azkaban prison guards that have made Hogwarts their new home while they search for their escaped quarry.

Level 1: News From Azkaban

Characters: Harry, Ron, Hermione, Professor Lupin

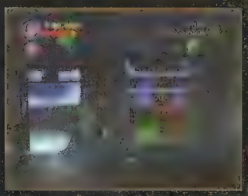
To defeat the Monster Book of Monsters, jump onto the bed (it can't reach you here) and cast Wingardium Leviosa on the crooked painting on the wall near the bed. This will activate one of the other paintings in the room, which you can zap to distract the Monster Book. When it's dizzied, approach it and attack it to cause damage. Repeat twice more to defeat it.

On the train platform, zap the owl cage near the locomotive's engine to reveal a large plant, then cast Wingardium Leviosa and stick the plant in the engine's smokestack to stop the wall of smoke barring your way to the right.

Head to the far right and lift the speaker onto the pole to scare the two sleeping Wizards away from their luggage. Zap the luggage to dump out some LEGO blocks. Build them into a large block and carry it back to the engine. Stack it on the large block already there to reach the top of the train.

Run to the left along the top of the train and you'll be able to drop down onto the platform on the other side of the gate. Here you can build a cauldron for making a Strength Potion as well as a chain. The ingredients for this potion are easy to find. The first is in the second trunk at the far right of the platform; the second is on top of the train in plain sight and the third is in the golden cage to the left of the cauldron. Pull the chain to enter the train.

On the train, follow the concession vendor down the hallway and use Wingardium Leviosa to lift lollipops from the cart and into the hands of the waiting students. At the last stop, you'll lift a key from the cart, which can be used to enter the compartment with Professor Lupin.



Professor Lupin can't cross the beams of moonlight that shine in from the train windows. You'll need to block them to proceed. Return to the front of the train car and you'll find a pickaxe in a chest. Use it to break the ice blocking the next compartment. Build the luggage trolley, then lift the luggage onto it and zap it to send it hurtling down to the end of the car, smashing the locked door and blocking the moonlight.

Only Professor Lupin can fight off the Dementors on the train, since the students haven't learned Expecto Patronum yet. Switch to him to destroy the group of three Dementors at the end of the train.

HOGWARTS CASTLE: Riddikulus, Divination and Buckbeak Handling

Your first class is Defence Against the Dark Arts, where you'll learn Riddikulus, the spell that lets you fight off Boggarts. You'll need to score three hits each as Ron and Hermione to complete the lesson.

To open the way to the next class area, cast Riddikulus on the Boggart in the chest just before the door to get the key. When you reach the courtyard, cast Wingardium Leviosa on the hanging plants and set them into the wall hooks to raise the vines blocking access to the Divination classroom.

To complete Divination class, you'll need to find and levitate three teacups onto the saucers in the middle of the room. The first cup is in plain sight. Look for the stacks of small teacups in the room and break them to create blocks that can be built into the remaining two cups.

Your last stop on this visit to Hogwarts is Care of Magical Creatures with Hagrid. Here, you'll need to locate three chicken legs and bring them back to the table near Buckbeak. The first piece of chicken is straight ahead from the class, guarded by a Cornish Pixie. Kill it and then use Hermione's new pet cat to dig.

Next, head to the far right side and zap the hornet's nest. Shoot the flower patch beneath the nest to find the second chicken leg. Return to the same area and cast Wingardium Leviosa on the boulder, then dig up the ladder to reach the last piece of food.

Level 2: Hogsmeade

Characters: Harry, George, Fred

Use Wingardium Leviosa to lift the large platforms onto the pillars and make the first crossing. Once you're on the middle ledge, move both platforms to the next two pillars to cross the next gap. Lift the weight to the chain hanging below the raised bridge to lower the bridge and enter the next area.

Levitate the torch up near the Devil's Snare in the ceiling to drive it away and drop the wooden platforms down onto the pillars below.

You'll need to use Fred or George to get rid of the Boggart, since Harry didn't learn Riddikulus. Cast Wingardium Leviosa on the chain to raise the curtain, revealing three items and a puzzle. Lift each item onto the pedestals in front of the images on the wall—put the flower in front of the face with the large nose, the cake in front of the face with a large mouth and the painting in front of the face with big eyes.

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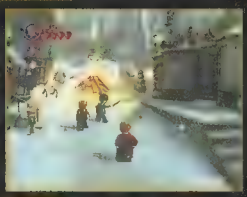
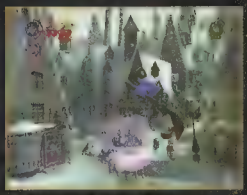
To exit Honeydukes, lift the purple box from the shelf to the right of the door onto the scale.



Walk toward the snowman up the road, use Wingardium Leviosa on the torch along the pile of snow in front of the shop, then use Wingardium Leviosa on the planks of wood to melt the snowman.

Dodge the small snowballs that Draco tosses, then use Wingardium Leviosa to send the large ones back at him. After a few hits, he'll build a snow tank. Send everything he fires back at him for an easy victory.



Attach the broomstick on the ground to the giant snowball. Use Wingardium Leviosa to lift the purple birdcage onto the sled to reveal a second broomstick. Fly it back near the snowball and then attach it to the snowball. Zap the pine trees opposite the snowball to get a third broom, and attach it to the snowball. Enter the shop to complete the level.

Level 3: Mischief Managed

Characters: Harry, Ron

Shoot the cabinet to the right of the door and build the LEGOs into a statue. Shoot the statue to get the first key, then use Wingardium Leviosa to place it in the keyhole in the door. Raise the torch to the left of the door to release the second key. Cast Wingardium Leviosa on one key and your partner will turn the second key to open the door.

Have Ron take out the Boggart and then build the cauldron. Zap the Cornish Pixies and use the hammer that they drop to hit the snake. Take the snake's tooth to add to the cauldron.

Stack the three LEGO blocks in the correct order (green, red, blue) to open a pit in the floor. In the pit you'll find the chain as well as the second potion ingredient. Look for the rolled-up pendant to the left of the door and zap it to find the third ingredient. Pull the chain to drop a boulder, then put it on the column to the left of the door to exit the room.

In the next room, cast Lumos on the Devil's Snare to uncover a cauldron. Use the nearby shovel to get the first ingredient. Have Ron fight the Boggart, then switch to Harry to talk to the snake that appears. Build the pieces into a balcony and drop down to find the spider ingredient for the cauldron.

Go to the right side of the area and shoot the statues on the fountain to find a valve. Use Wingardium Leviosa twice to grow some plants that let you bounce to the upper level. The last ingredient is inside the window on the right. Watch for Filch and zap his cat if he grabs you.

Drink from the invisibility potion (both characters need to do so), then return to the upper level and head all the way to the right. Cast Wingardium Leviosa on the hanging statues to open the window and jump inside.

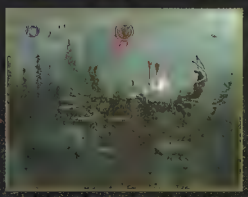
HOGWARTS CASTLE: Expecto Patronum

Target all of the Boggart/Dementors with Expecto Patronum to defeat them. Shoot the cabinet on the right wall and build a projector. Zap it to show a Wizard portrait. Zap the portrait and the Wizard will toss out a Boggart chest.

On the grounds outside Hagrid's cottage, there are some real Dementors around. Armed with your new spell, you can now destroy the monsters permanently as you head to your destination.

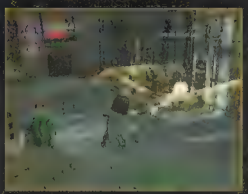
Level 4: The Shrieking Shack

Characters: Harry, Hermione, Professor Lupin, Sirius Black



You must defeat the Whomping Willow to enter the tunnels leading to the Shrieking Shack. Stay on the move to avoid the branches until the tree sends a large limb slamming into the ground. Jump on this limb to ride up and target the small branches on top of the Willow.

In the tunnels, you'll need to locate three blocks and cast Wingardium Leviosa on them to remove the Devil's Snare blocking the stairs that lead up into the Shrieking Shack.



Watch Scabbers run and hide in each of the six hiding spots and zap them to drive him out (and also drop some LEGOs onto the floor). Once all six spots have been zapped, use Wingardium Leviosa on the pieces and they will form a giant mousetrap to catch Scabbers/Peter Pettigrew.

Use Crookshanks to dig up the cauldron. Zap the head of the snake fossil for the first ingredient. The nearby spider is the second ingredient, and you'll find a skeleton on the ground that can be rebuilt to get the third piece. Drink the Strength Potion and pull the chain to continue to the end the level.

Level 5: Dementor's Kiss

Characters: Harry, Hermione

To free Buckbeak, you'll need to find two pieces of food to give him. Plant the Mandrake in the pot to the right, then zap the plant in the ground to knock over the barrel with the fish. Give Buckbeak the fish. Use Wingardium Leviosa on the debris to the right of Buckbeak to build a grill with a chicken leg. Feed this to Buckbeak and then use the hammer to break the chains.

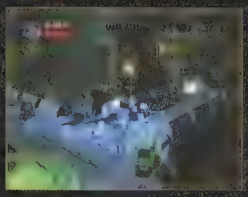
Head to the right in the second area and build the cloud to fill the pond with water. Use the lily pads to reach the small island with the trees and cast Wingardium Leviosa on the hook, then zap it to fish up the chest.

Cast Lumos to get rid of the Devil's Snare, then knock the LEGO pieces down to the starting area. Return there to build the phonograph, then place the yellow record from the chest on the phonograph to get to the next area.

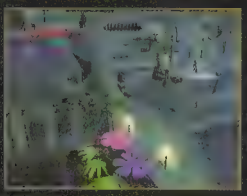
Only Harry can successfully attack the Dementors on the frozen lake by using Expecto Patronum. You'll need to defeat six of them to finish the level.

Level 6: The Dark Tower

Characters: Harry, Hermione



You'll want Harry to lead the way through much of this level, since there are Dementors guarding the tower. Hermione is pretty helpless against the creatures, but Harry can destroy them with ease.



Levitate the barrel over the fountain to create some plants that act as platforms to the next area. Up top, you can melt the ice covering the door by zapping the statue to the left of the door, then building a second statue and zapping it.

Inside the building, you'll need to send Harry and Hermione along both sides. Each of them can send platforms across the gap to help the other cross.

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If you're having trouble finding an ingredient for the Strength Potion, it's probably this one: Climb the ladder in the lower left wall to reach the balcony below. Levitate the purple gargoyle up to its perch above the window and it will shatter the glass. Inside is a bookcase that Hermione can use to release the ingredient.

A boss battle against the Dementors is your final challenge for Year 3. Use Harry to defeat the regular Dementors that attack. Dump the contents of the two barrels between attacks to reveal a plunger. When the boss Dementor pulls Harry and Hermione toward him, the plunger will stick to his face, leaving him open for attack. When the Dementors start freezing the barrels, zap the statues with the torches to thaw them out.

YEAR 4: HARRY POTTER AND THE GOBLET OF FIRE

Harry is entered into the Triwizard Tournament and must face dragons, underwater enemies and a hidden foe who is working to help bring Lord Voldemort back into the world. Harry will face off against his greatest enemy in the conclusion of *LEGO Harry Potter: Years 1-4*!

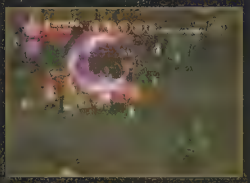
Level 1: The Quidditch World Cup

Characters: Hermione, Ginny, Arthur Weasley, Ron, Fred, George, Harry

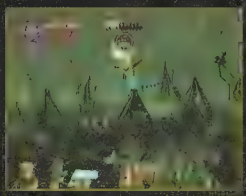
In the first area, you'll need to find and rescue Arthur Weasley and his three sons. Near the beginning to the right you'll find one of the twins surrounded by spinning rockets. Zap them to free him.

In the northeast corner of the area, you'll find Arthur Weasley under attack by a single Death Eater. Zapping the enemy only causes him to teleport. Look for the large frying pan to the right, and make sure that the Death Eater is positioned south of Arthur (zap him if he's on the other side). Cast Wingardium Leviosa on the frying pan to take out the Death Eater.

Build the cauldron and grab the ingredients, which are all handily located very nearby, to make an Invisibility Potion. Drink it and head to the left to take out the guard book. Move the cart out of the way and then defeat the Death Eater in the small area beyond. Use Wingardium Leviosa to lift up the tent and free the trapped Weasley.



Ron is trapped under a table in the southwestern area of the grounds. Zap the Death Eaters around the table and then use Wingardium Leviosa to lift the table and free Ron.



To cross the large flame in the second area, zap the pendant and then build a spring. On the other side, use the large barrel to douse the flames so the rest of your crew can safely cross. To exit the area, you'll need to make a Strength Potion and pull the chain.

This level ends with a battle against Death Eaters and snakes. Watch the energy bolts fired from the Dark Mark in the sky—when they touch the ground they'll become snakes. If they grab onto one of your characters, you can zap them to kill the snake. After dispatching a few waves of attackers, the level will be completed.

HOGWARTS CASTLE: Aging Potion

Your only stop on this visit to Hogwarts is the potions classroom, where you'll help Fred and George whip up a batch of Aging Potion.

The ingredients are easy enough to find, with the only tricky part being the need to mix up three different colors by using the three primary colors in the jars on the table at the south end of the room (after you get the red jar from the door to the left of the table). Mix blue and red to make purple; blue and yellow to make green; and red and yellow to make orange.

Level 2: Dragons

Characters: Harry, Hagrid, Fang

You'll need to figure out how to get past three very large, mostly angry dragons to finish this short stage. Cast Wingardium Leviosa on the egg in the basket near the first dragon, then lift it up to the entrance of the long tube. Break open the lock on the cage and go in to reacquire the egg, then help lift it up and around through the rest of the tube. When it lands inside the dragon cage, it will distract the beast so that you can pass.

The second dragon wants only to fall asleep, but needs some help getting there. You'll need to play him some soothing music on the xylophone. Watch as the dragon shows you which keys to hit (the color of the musical notes he sings) and then play them in the correct order. It takes three short tunes to put this dragon to sleep.

To put out the fires just before the third dragon, lift the bucket into the tank of water and then float it above each fire until the flames are completely doused. Make sure to wait for the telltale smoke that indicates the fire is out before moving the bucket to refill it; otherwise, the flames will spring up again and you'll have to start over.

The third dragon will breathe fire at the purple ring, no matter where it's positioned. Levitate the ring in front of the connecting piece on each of the three chains and the flames will break them, opening the gate at the end of the walkway.

HOGWARTS CASTLE: Reducto

Now it's time to learn one of the most important spells in the game...well, Reducto is important if you're a completist who wants to find all of the hidden stuff. This spell lets you destroy any object made of shiny silver, and you'll find such objects scattered liberally all over the game—throughout the Hogwarts Castle and grounds and in the 24 story levels. Mostly these objects take the form of locks or chains, but they can be anything from walls to statues—just look for the telltale sparkle and target it with Reducto to break it. To finish this lesson and learn the spell, you'll need to cast Reducto on all of the silver objects in the classroom.

Level 3: The First Task

Characters: Harry, Hermione

It's time to fight a dragon in Harry's first Triwizard Tournament challenge. To get past the first area, avoid the dragon's fire by hiding behind the large stones as you head to the right. Build the LEGO pieces into a dog to taunt the dragon into demolishing the wall blocking your way into the next area.

To cross the huge patch of fire on the far side of the stone columns, jump to the closest column and then cast Wingardium Leviosa on the barrel to dump water on the flames. Quickly jump from the column before the dragon lights it on fire again.

Build the three large LEGO blocks into steps to reach the final plateau with the golden egg. Wingardium Leviosa has a nice side feature here: You're immune to the dragon's fire while casting it, so you can build in safety.

The last section of the level is a mad dash to stay ahead of the enraged dragon as it chases you across the ramparts and through several rooms of the castle. Watch for pits in the rooms and jump over them as you run. Stay moving and you'll escape with the golden egg—and your skin—unscathed.

Level 4: Secret of the Egg

Characters: Harry, Moaning Myrtle

To open the way to the tub, you must find four green seashells and place them on the side of the bathtub. The first one is in plain sight next to the tub. Shake some yellow LEGO pieces out of the barrel near the sinks on the south wall and build them into a second toilet seat. Cast Wingardium Leviosa on the toilet (Myrtle will help with the second one) to release the second shell.

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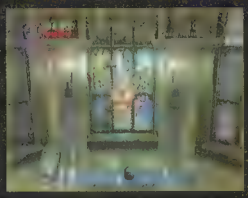
Zap the locker on the left side of the room, then build the umbrella and give it to the wizard in the painting. He'll trade a shell for it. The last shell is in the water tank on the left wall. Shoot the sinks near it to raise the water and release the shell. With all of the shells in place, the path down to the tub room will be open.

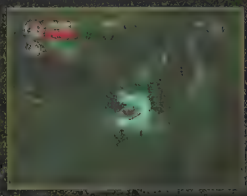


To fill the tub, levitate the broom and clean all of the stained glass window panels. Fight the scorpions and build the LEGO pieces into a miniature train, which will release a cloud. Levitate the cloud to the window to make it rain for the mermaid in the stained glass. Move the valve over to the faucets to fill the tub.

Level 5: The Black Lake

Characters: Harry, Cedric

This stage is a departure from the rest of the game, as it takes place on a 2-D plane (although you can travel between the foreground and background by swimming into the tubes you'll find along the route). You can also shoot objects in the foreground and background regardless of where you're currently located. When you reach the giant tentacles, target the stone pillars with Wingardium Leviosa to topple them and clear the path to the second area.



The giant squid will fill the X-shaped tunnels with ink. Cast Lumos to create a light that can penetrate the darkness, then swim up and to the right. Zap the plant to reveal a pearl, then carry it down and to the right from the squid and place it in the clam to clear the path to the next area.

To complete the level, you'll need to free the three trapped students in the third area. In the foreground, release the anchors on the chains using Wingardium Leviosa, then zap the chain to free the students on the left and right. Swim through the tube and levitate the purple ball onto the scale, then zap the last chain to finish the level.

Level 6: The Dark Lord Returns

Characters: Harry, Cedric

The first three chambers in the hedge maze are identical square areas in which you'll need to release the part to build a golden knight and place him on the pedestal. The knight will spin and point at two or more of the exits, indicating the pattern you'll need to follow in order to successfully exit each room. After clearing the third of these rooms, you'll enter the second part of the maze.

Kill the Cornish Pixie and pick up the arrow it was holding. Head north and place the arrow on the post to slide the wall to the right, opening a new path forward to the next area.

Build the spring and then use it to jump over the wall on the right side of the area. Build the two LEGO flies to enrage the spider, who will charge through the wall and into the main area. Build the LEGOs in front of the Sphinx to place a third fly on its face, enticing the spider to charge through it and reveal the path to the final encounter.

Fight the Death Eaters that appear until Voldemort comes forward and pulls Harry to him. This will begin a duel between the two rivals. Tap the indicated button as quickly as you can to win the duel and damage the evil Wizard. After taking damage, Voldemort will retreat momentarily and send more of his minions to attack. You'll need to win three duels to defeat Voldemort and finish the game!

HIDDEN ITEMS

In every level of the game, there are many hidden items cleverly stashed away. Many of these will be impossible to collect until late in the game, since they're often inside objects with special requirements (such as silver locks that require the Reducto spell or Dark Magic items that you'll need a playable Dark Magic character to access). For these, you'll need to return to the level in Free Play mode after gaining the required spell or character type. This section gives you the info you need to uncover all of the hidden items in each of the 24 story missions, and lets you know which requirements you'll need to get each one.

House Crests

Every level has the four House Crests which make up the Seal of Hogwarts School of Witchcraft and Wizardry. To locate all four House Crests, you'll need to complete tasks within each stage. There are 24 Hogwarts Seals to collect, one per level.

Student in Peril

Every level has one Student in Peril, a Hogwarts student who has gotten him or herself into some kind of trouble. Check this section for information on how to rescue each of them. There are 50 students to rescue, which means that half of them are in levels and the other half are scattered around Hogwarts Castle.

True Wizard

By collecting a certain amount of LEGO Studs (it varies from level to level), you'll earn True Wizard status. If you're having trouble collecting enough LEGO Studs, try returning to the stage after you've collected the House Crests and Student in Peril. You can still activate the tasks for each of these, but now you'll get a Blue LEGO Stud worth 1,000 points for each House Crest location and rescuing the Student in Peril a second time releases a rare purple LEGO Stud worth a whopping 10,000 points!

Character Tokens

You can uncover three Character Tokens in each level. Once you've gotten a Token, head to Madam Malkin's in Diagon Alley to purchase that character for use in Free Play mode. There are 167 Character Tokens in the game, three per level and one to be found in Diagon Alley and Hogwarts Castle.

Gold Bricks

Gold Bricks are used to unlock Bonus Stages in Gringott's Wizarding Bank in Diagon Alley. You get Gold Bricks for accomplishing just about everything. Complete a level? Gold Brick. Got all four House Crests and True Wizard in a level? Two Gold Bricks. Rescued the Student in Peril? Gold Brick. Learned a new spell or ability at Hogwarts? Gold Brick. There are 200 Gold Bricks in the game.

Special Ability Character Key

In the following charts, some of the specified requirements call for a character with a certain ability. Use this key to determine which characters have each of the major abilities and make sure you have one unlocked before you go hunting for secrets. Here's some info on these character types, as well as how to acquire at least one of them as early as possible.

- ***Strong Character***—These characters have the strength needed to pull the heavy chains located throughout the game. Fang is by far the easiest of these characters to unlock—you can pick up his Character Token on your trip through The Forbidden Forest level in Year 1.
- ***Book Character***—Scholarly characters carry books with them and are able to decipher the symbols on the bookcases found in the game. Hermione is unlocked and available as a playable character from the start of the game, so you'll always have a Book Character available.
- ***Goblin Character***—Goblins carry keys that can unlock the safes found in the game. There's no way to get a Goblin until Year 4 when you learn Reducto. You can head to The Magic Begins in Year 1 and find Gringbok's Character Token in Gringott's Wizarding Bank.
- ***Pet Character***—Some characters can call their pets to special animal tunes. Ron begins the game with this ability, but loses it during Year 3 (although he always has it in Free Play mode). Hermione gains this ability in Year 3. Both Ron and Hermione are always available.
- ***Big Character***—This ability lets you dig at the special dig sites (marked with paw prints). Fang pulls double duty as both a Strong type and a Big type, and he's easy to get during Year 1 to fill this slot.
- ***Dark Magic Character***—Practitioners of the Dark Magic are scarce; you won't find any until late in the game. You'll want one on your team, since only they can interact with the Dark Magic objects scattered all over the game world. Lucius Malfoy is a good one to pick up—once you have Reducto, head to Follow the Spiders in Year 1 in Free Play mode to locate his Character Token.
- ***House Character***—There are a few instances in the game when you'll need a student from a specific House to interact with a portrait. Slytherin characters have more uses here, and you can grab disguised versions of Harry and Ron once you learn Reducto in Year 4.

YEAR 1 HARRY POTTER AND THE SORCERER'S STONE

Level 1: The Magic Begins

Item	Location	Requirement
House Crest 1	In the Leaky Cauldron, Wingardium Leviosa the items to reach the balcony with the Crest.	Wingardium Leviosa
House Crest 2	In Diagon Alley, wave to the shopkeeper in the window as you enter the area.	—
House Crest 3	Build the Street Cleaner from the LEGOs in the barrel near the beginning of Diagon Alley. After completing the potion, clean all of the green stuff by driving the Street Cleaner over it.	—
House Crest 4	In Gringott's Wizarding Bank, look for a silver lock behind the head goblin's desk.	Reducto, Strong Character
Student in Peril	On the right side of Diagon Alley, cast Wingardium Leviosa on a table and ride it up to find the student on top of the shop.	Wingardium Leviosa
Character Token: Mr. Ollivander	In Gringotts, after opening the first goblin lock, turn left and find the locked chest at the end of the hall.	Goblin character, Reducto
Character Token: Tom the Innkeeper	In Gringotts, after opening the first goblin lock, turn right and find the locked chest at the end of the hall.	Goblin character, Reducto
Character Token: Griphook	After riding the Gringotts bank cart, look for the locked chest on the right wall.	Reducto

Level 2: Out of the Dungeon

Item	Location	Requirement
House Crest 1	Zap all 9 vases in the first area.	—
House Crest 2	Put the 3 goldfish back into the fountain.	Wingardium Leviosa
House Crest 3	Turn the locked silver handle in front of the fountain.	Reducto, Wingardium Leviosa
House Crest 4	Turn on the 7 wall lights (4 in the hallway and 3 in the bathroom).	Wingardium Leviosa
Student in Peril	In the bathroom, when the troll smashes the stalls, look for the student in one of them. Run near her to rescue.	—
Character Token: Ron (Girl Disguise)	At the start of the stage, activate the bookcase using a smart character like Hermione.	Book Character
Character Token: Harry (Hogwarts)	Open the locked desk on the right side just before the bathroom entrance.	Reducto
Character Token: Madam Malkin	In the bathroom, run to the left and you'll see some green lockers with a silver lock.	Reducto

Level 3: A Jinxed Broom

Item	Location	Requirement
House Crest 1	Raise the 7 Gryffindor pendants found throughout the stage.	Wingardium Leviosa
House Crest 2	After knocking the LEGO blocks down by using the animal tube, stack the blocks to the left to reach the Crest piece.	Wingardium Leviosa
House Crest 3	Just past the animal tube, destroy the silver bars with Reducto and then defeat the Cornish Pixies holding the chest.	Reducto, Immobilus
House Crest 4	To the left of where the evil student was standing, jump around the wall blocking the way and continue to the left to find a Dark Magic object.	Dark Magic Character
Student in Peril	Just past the animal tube, look for the silver bars blocking the way.	Reducto
Character Token: Fred (Quidditch)	Look for the locked chest near the animal tube.	Reducto
Character Token: Harry (Girl Disguise)	Under the platform to the right of where the evil student blocks the path. Send a pet off the edge of the platform on the right side and carefully walk around the ledge to get the token.	Pet Character
Character Token: Marcus Flint	After the bookcase, run up the stairs to the left and use Dark Magic on the cabinet.	Dark Magic Character

Level 4: The Restricted Section

Item	Location	Requirement
House Crest 1	Use the bookcase in the first area.	Book Character
House Crest 2	Zap all 6 vases (4 in the first room, 2 in the second room).	—
House Crest 3	Use Dark Magic on the large spider web in the first room (where the spider ingredient is located).	Dark Magic Character
House Crest 4	In the last room, zap all 3 spider webs.	—
Student in Peril	In the second room, cast Reducto on the silver birdcage, then Wingardium Leviosa on the LEGO pieces.	Reducto, Wingardium Leviosa
Character Token: Harry (Pyjamas)	Destroy the silver easel on the right side of the first room.	Reducto
Character Token: Filch	In the second room, use a Goblin Character to open the safe to the left of the stairs.	Goblin Character
Character Token: Neville (Pyjamas)	In the last room, use Dark Magic on the cabinet on the right-side wall.	Dark Magic Character

Level 5: The Forbidden Forest

Item	Location	Requirement
House Crest 1	Zap all 3 yellow flowers near the beginning of the stage.	
House Crest 2	Use Dark Magic on all 10 stones.	Dark Magic Character
House Crest 3	After removing the water in the small lake, move all 6 goldfish into the small pool of water in the middle.	Wingardium Leviosa
House Crest 4	After emptying the lake of water, look for the locked chest on the far right side.	Reducto
Student in Peril	At the beginning of the stage, trapped by a Devil's Snare.	Lumos Solem
Character Token: Fang	Go southeast from the Student in Peril to find a dig spot guarded by Devil's Snare.	Lumos, Dig Character
Character Token: Hagrid	After the tunnel beyond the large Devil's Snare, look for a locked chest.	Reducto
Character Token: Draco (Hogwarts)	Use Dark Magic on the black sphere just past the large stacking LEGO Blocks.	Dark Magic Character

Level 6: The Face of the Enemy

Item	Location	Requirement
House Crest 1	In the first area, a Devil's Snare guards a silver chest.	Lumos, Reducto
House Crest 2	In the flying key room, destroy the 10 silver keys using Reducto.	Reducto
House Crest 3	In the Wizard's Chess room, destroy the silver chest and ride the Knight piece that appears.	Reducto
House Crest 4	Look in the foreground of the Wizard's Chess room to spot a Dark Magic object.	Dark Magic Character
Student in Peril	In the flying key chamber, fly up to the platform on the right and dismount. Use Lumos to clear the Devil's Snare and free the student.	Lumos
Character Token: Professor Quirrell (Voldemort)	In the Wizard's Chess room, use Dark Magic on the toppled Bishop piece near the entrance.	Dark Magic Character
Character Token: Harry (Slytherin Disguise)	In the flying key chamber, destroy the locked chest on the ground floor	Reducto
Character Token: Ron (Cardigan)	In the Wizard's Chess room, use Dark Magic on the ruined chess piece near the exit.	Dark Magic Character

YEAR 2: HARRY POTTER AND THE CHAMBER OF SECRETS

Level 1: Floo Powder!

Item	Location	Requirement
House Crest 1	Lift and throw all 6 gnomes in the yard.	Wingardium Leviosa
House Crest 2	Build the pumpkin car near the basketball hoop and drive it over the 7 carrots. Use Wingardium Leviosa on each carrot.	Wingardium Leviosa
House Crest 3	In Borgin and Burkes, shoot the monster chest to the left of the starting point and then jump inside to drop into a basement room with a Dark Magic orb.	Dark Magic Character
House Crest 4	On a bridge above the street in Knockturn Alley. Use Dark Magic to open the gate.	Dark Magic Character, Wingardium Leviosa
Student in Peril	In Borgin and Burke, look to the left to find a locked cabinet.	Reducto
Character Token: George Weasley	Look for a dig site in the yard to the far right, behind the basketball hoop.	Dig Character
Character Token: Arthur Weasley	In Borgin and Burkes to the left of the exit door, inside a Dark Magic cabinet.	Dark Magic Character
Character Token: Harry (Sweater)	Just before leaving Knockturn Alley, inside a chest.	—

Level 2: Dobby's Plan

Item	Location	Requirement
House Crest 1	Raise all 4 House pendants.	Wingardium Leviosa
House Crest 2	Zap all 4 flag barrels.	—
House Crest 3	In the area with the bridge, raise the two Slytherin portraits onto the walls and then talk to them using a Slytherin character.	Wingardium Leviosa, Slytherin Character
House Crest 4	In the second hospital wing room, use a Goblin Character to open the safe.	Goblin Character
Student in Peril	On the right side of the bridge is a chest guarded by Devil's Snare.	Lumos, Reducto
Character Token: Draco (Quidditch)	After building the staircase, head past it to the right to find a Dark Magic cabinet.	Dark Magic Character
Character Token. Dobby	In the hospital wing, jump on a bed to reach this Token.	—
Character Token: Madam Pomfrey	In the second hospital wing room, use Dark Magic on the machine next to the bookcase.	Dark Magic Character

Level 3: Crabbe and Goyle

Item	Location	Requirement
House Crest 1	Pull the chain on the left wall of the bathroom and then ride the plunger and clean the green goop off the floor.	Strong Character, Wingardium Leviosa
House Crest 2	In the first Slytherin room, put all 3 fish back into the pool.	Wingardium Leviosa
House Crest 3	In the second Slytherin room, look for the Dark Magic orb just inside the door.	Dark Magic Character
House Crest 4	In the second Slytherin room, light up all 6 wall lamps.	Wingardium Leviosa
Student in Peril	In the second Slytherin room, use Wingardium Leviosa on the broom to the right of the chimney, then build the portrait and talk to it.	Wingardium Leviosa
Character Token: Vincent Crabbe	On the right side of the bathroom, blocked by a barrier of silver stands	Reducto
Character Token. Gregory Goyle	In the second Slytherin room, use Dark Magic on the cabinet to the right of the fireplace.	Dark Magic Character
Character Token: Ron (Slytherin Disguise)	In the second Slytherin room, in a locked chest behind the two green couches at the far right side.	Reducto

Level 4: Tom Riddle's Diary

Item	Location	Requirement
House Crest 1	Look for the chained chest on the left side of the bathroom and crack it open with Reducto. Ride the plunger and clean up the water puddles.	Reducto
House Crest 2	Zap all 6 knights in the first diary flashback room.	—
House Crest 3	Zap all 3 radios in the second flashback room.	—
House Crest 4	In the second flashback room, at the end of the first hallway is a locked chest. Tom Riddle knows Reducto, so you can get this on your first visit to the level.	Reducto
Student in Peril	Use the bookcase at the far right end of the first flashback room to get a key. It opens the cabinet to the left of the earmuff cupboard.	Book Character
Character Token: Moaning Myrtle	In a Dark Magic cabinet on the right side of the bathroom.	Dark Magic Character
Character Token: Vocalist	Just inside the second flashback room is a safe.	Goblin Character
Character Token: Professor Vector	At the end of the second flashback room, in another safe.	Goblin Character

Level 5: Follow the Spiders

Item	Location	Requirement
House Crest 1	Cast Wingardium Leviosa on all 10 fungus plants.	Wingardium Leviosa
House Crest 2	Destroy the silver gate in the river section.	Reducto
House Crest 3	Aragog boss battle. Look for the Dark Magic orb on the left side of the area.	Dark Magic Character
House Crest 4	Hit all 5 wooden boxes during the vehicle section. There are 2 in the first section, 2 in the second section and 1 after the last drop-off.	—
Student in Peril	Aragog boss battle. The student is trapped in a web along the back wall. Zap the web to free him.	—
Character Token: Professor Sinestra	Just past the river crossing is a Dark Magic cabinet.	Dark Magic Character
Character Token: Ron (Sweater)	After the river crossing, climb the ladder and go to the left.	—
Character Token: Lucius Malfoy	Aragog boss battle. Look for the locked chest on the right side of the area.	Reducto

Level 6: The Basilisk

Item	Location	Requirement
House Crest 1	In the first Chamber of Secrets area, build all 4 skeletons.	Wingardium Leviosa
House Crest 2	Dig up the 4 spots on the ground in the first Chamber of Secrets area.	Dig Character
House Crest 3	Basilisk boss battle. Look for the silver grate in the wall just to the left of the entrance.	Reducto, Wingardium Leviosa
House Crest 4	Basilisk boss battle. After driving the Basilisk away in the first part of the fight, cast Wingardium Leviosa on all 3 musical instruments in the room (look for 2 on the right side and 1 on the left).	Wingardium Leviosa
Student in Peril	In the bathroom, after sending a pet into the tube. Use Lumos to clear the Devil's Snare from the stall.	Lumos
Character Token: Gilderoy Lockhart	In the first Chamber of Secrets area, clear the Devil's Snare from the Dark Magic chests on the left side of the room.	Lumos, Dark Magic Character
Character Token: Wizard (Green)	He's in the second chest where you found the Gilderoy Lockhart Token.	Lumos, Dark Magic Character
Character Token: Tom Riddle	Basilisk boss battle. Use a Goblin Character to open the safe in the far right corner.	Goblin Character

YEAR 3: HARRY POTTER AND THE PRISONER OF AZKABAN

Level 1: News from Azkaban

Item	Location	Requirement
House Crest 1	On the train platform, zap all 5 of the small boxes.	—
House Crest 2	Dig site on top of the train.	Dig Character
House Crest 3	On the train, after moving the luggage away from the animal tube, jump on top of it and jump straight up.	Wingardium Leviosa
House Crest 4	On the train, zap all 5 Slytherin trunks.	—
Student in Peril	At the beginning of the train ride, open the door with Dark Magic to find this one.	Dark Magic Character
Character Token: Stan Shunpike	Dark Magic chest near the front of the Hogwarts Express locomotive.	Dark Magic Character
Character Token: Ernie Prang	Dark Magic cabinet located to the far right on the train platform.	Dark Magic Character
Character Token: Trolley Witch	At the beginning of the train ride, open the first door with Dark Magic.	Dark Magic Character

Level 2: Hogsmeade

Item	Location	Requirement
House Crest 1	Shoot all 10 spider webs in the underground tunnels.	—
House Crest 2	In the first section of Hogsmeade streets, zap all 3 owls and then use Wingardium Leviosa on the LEGOs they drop.	Wingardium Leviosa
House Crest 3	After melting the large snowman, look for the dig site at the top of the road.	Dig Character
House Crest 4	After rolling the large snowball out of the way, follow it down the street and pull the chain next to it.	Strong Character
Student in Peril	After the Draco battle, head down the street, look for the small snowman in the corner of the building and zap it.	—
Character Token: Crabbe (Sweater)	Look for the Dark Magic orb just past the two wooden platforms.	Dark Magic Character
Character Token: Goyle (Sweater)	In Honeydukes shop, look for the silver lock on the display case.	Reducto
Character Token: Draco (Sweater)	After the Draco battle, use Reducto on the metal bin to the right of the large snowball. Go down the street and zap the Wizard in red until he moves in front of the bin and then use Wingardium Leviosa on it.	Reducto, Wingardium Leviosa

Level 3: Mischief Managed

Item	Location	Requirement
House Crest 1	Zap all 5 golden knight statues.	—
House Crest 2	In the Strength Potion room, after the door is opened, one of the pillars drops a Dark Magic orb.	Dark Magic Character
House Crest 3	On the upper ramparts (where Filch patrols), look for the Dark Magic boarded window.	Dark Magic Character
House Crest 4	In the last area of the level, interact with the portrait on the wall with a Slytherin Character.	Slytherin Character
Student in Peril	On the upper ramparts (where Filch patrols) look for the chained window.	Reducto
Character Token: George (Sweater)	In the room with the Strength Potion, use the bookcase along the left-side wall.	Book Character
Character Token: Fred (Sweater)	In the room with the chicken leg ingredient for the Invisibility potion, jump behind the table.	—
Character Token: The Grey Lady	In the room with the Student in Peril, look to the left of his location.	Reducto

Level 4: The Shrieking Shack

Item	Location	Requirement
House Crest 1	Whomping Willow boss battle. Dig up the dig site to the left to reveal a Dark Magic chest.	Dig Character, Dark Magic Character
House Crest 2	In the underground tunnels, destroy all 5 yellow flowers.	—
House Crest 3	At the beginning of the third area, look for the dig site to the left to reveal a glass box. Near the cauldron, use Reducto to shatter the lock on the cupboard and get the earmuffs. Return to near the start of the area and grab the Mandrake to shatter the glass box.	Dig Character, Reducto
House Crest 4	Use Dark Magic on all 5 large black rocks in the last area.	Dark Magic Character
Student in Peril	In the last area, look for the student in a web during the spider battle.	—
Character Token: Witch (Grey)	Whomping Willow boss battle. On the right side of the area, look for a dig site that reveals a Dark Magic chest.	Dig Character, Dark Magic Character
Character Token: Peter Pettigrew	In the Shrieking Shack, look for the Dark Magic cabinet on the left side of the room.	Dark Magic Character
Character Token: Hermione (Red Hooded Top)	At the start of the last area, look for the locked chest right by where you start.	Reducto

Level 5: Dementor's Kiss

Item	Location	Requirement
House Crest 1	In Hagrid's yard, shatter the silver birdcage.	Reducto
House Crest 2	After filling the pond with water, ride the frog through all of the gates.	—
House Crest 3	After building the phonograph, play both black records on it (one is in the dig site near the pond).	Dig Character
House Crest 4	After rolling the boulder onto the frozen lake, go to the right and Wingardium Leviosa the pieces to reach the high ledge with 3 Dark Magic rocks.	Wingardium Leviosa, Dark Magic Character
Student in Peril	In the second area on the left, being attacked by hornets.	—
Character Token: Professor Lupin	In second area, look in the bushes to the right of the tree to find a locked chest.	Reducto
Character Token: Cornelius Fudge	On the far right of the frozen lake in the third area, break the silver branches and talk to the snake.	Reducto, Parseltongue
Character Token: Macnair	After rolling the boulder onto the frozen lake, go to the right and Wingardium Leviosa the pieces to reach the high ledge with 3 Dark Magic rocks.	Wingardium Leviosa, Dark Magic Character

Level 6: The Dark Tower

Item	Location	Requirement
House Crest 1	Zap all 5 lamps in the first area. Use Wingardium Leviosa to thaw the frozen ones before zapping.	Wingardium Leviosa
House Crest 2	On the other side of the pit in the second area, open the safe with a Goblin Character.	Goblin Character
House Crest 3	In the third area, destroy all 6 silver gargoyles.	Reducto
House Crest 4	After breaking the window with the purple gargoyle, in the room between the bookcase and the wall.	—
Student in Peril	Break the lock on the door to the left of the fountain in the first area and defeat the Dementor on the other side	Reducto
Character Token: James Potter (Ghost)	Break the lock on the door to the left of the fountain in the first area.	Reducto
Character Token: Lily Potter (Ghost)	At the beginning of the second area, in a locked chest.	Reducto
Character Token: Sirius Black	In the third area in the room after breaking the window, look for a Dark Magic cabinet.	Dark Magic Character

YEAR 4: HARRY POTTER AND THE GOBLET OF FIRE

Level 1: The Quidditch World Cup

Item	Location	Requirement
House Crest 1	Douse all 8 fires by using Wingardium Leviosa on the water barrels near each of them.	Wingardium Leviosa
House Crest 2	Look for the tent with a Dark Magic glow (it's just north of the attack book).	Dark Magic Character
House Crest 3	In the second area, save all 5 wizards. (Hint: They're all either trapped by fire or buried under a pile of debris.)	—
House Crest 4	After fixing the cart, right around the corner is a stack of silver crates. Break them, dig up the painting and talk to it with a Ravenclaw student.	Reducto, Dig Character, Ravenclaw Student
Student in Peril	Go right from the starting point in the first area and break the lock on the shack.	Reducto
Character Token: Death Eater	Look for the Dark Magic orb in the first area (it's next to one of the fires).	Dark Magic Character
Character Token: Ginny (Hooded Top)	In the second area, after jumping over the fire, go south and destroy the stacked wood.	—
Character Token: Barty Crouch Junior	South of the cauldron in the second area, break the lock on the chest.	Reducto

Level 2: Dragons

Item	Location	Requirement
House Crest 1	Zap all 9 lamps in the first area.	—
House Crest 2	After putting the dragon to sleep with the xylophone, hit the yellow key several times.	—
House Crest 3	After crossing past the blue dragon, use Dark Magic to knock the skeleton down and then Wingardium Leviosa to put him together again.	Dark Magic Character, Wingardium Leviosa
House Crest 4	After crossing the blue dragon cage, look for the chest with two locks and break them. Use Wingardium Leviosa to build a LEGO dragon.	Reducto, Wingardium Leviosa
Student in Peril	Look for the safe near the three chains in the second area.	Goblin Character
Character Token: Durmstrang Student	After the second blue dragon fire crossing, look for the Dark Magic cabinet.	Dark Magic Character
Character Token: Cedric (Sweater)	It's in a safe just past the blue dragon cage.	Goblin Character
Character Token: Dragon Handler	At the start of the second area in a locked chest.	Reducto

Level 3: The First Task

Item	Location	Requirement
House Crest 1	Use Dark Magic on all 3 small rocks that fall into the first area.	Dark Magic Character
House Crest 2	After the dragon destroys part of the 3 large rocks in the first area, use Dark Magic on the remaining sections of rock.	Dark Magic Character
House Crest 3	In plain sight just before the golden egg.	—
House Crest 4	During the dragon chase in the third room, to the left of the door.	—
Student in Peril	During the dragon chase in the third room, on the right side in a locked cabinet.	Reducto
Character Token: Cedric (Dragon Task)	Near the start of the level, put out the small fire.	Wingardium Leviosa
Character Token: Harry (Dragon Task)	In second section of the first area, look for the Dark Magic orb.	Dark Magic Character
Character Token: Fleur (Dragon Task)	During the dragon chase in the first room, in plain sight.	—

Level 4: The Secret of the Egg

Item	Location	Requirement
House Crest 1	After collecting the shell from the water tank on the left side of the room, pull the chain to release the Crest.	Strong Character
House Crest 2	Light all 3 torches (2 are near the tub, the other is on the wall to the far left).	Wingardium Leviosa
House Crest 3	Zap all 4 wall boxes (3 are above the sinks on the left wall, the other is to the right of the tub).	—
House Crest 4	In the second area, look for the bookcase just before the tub.	Book Character
Student in Peril	Inside a Dark Magic cabinet next to the bathtub.	Dark Magic Character
Character Token: Moaning Myrtle (Swimsuit)	At the start of the level in a Dark Magic cabinet.	Dark Magic Character
Character Token: Cedric Diggory	Defeat the Boggart in the chest next to the barrel.	Riddikulus
Character Token: Fleur (Lake Task)	In the second area, look for the locked wall box.	Reducto

Level 5: The Black Lake

Item	Location	Requirement
House Crest 1	In the first area, zap all 9 clams. (These are very small and can be hard to spot. Use the Crest Finder cheat or sweep your targeting reticule around the screen to find them.)	—
House Crest 2	Zap all 6 sea creatures. Look for 3 rocks and use Wingardium Leviosa to pull 2 worms out of each, then zap the creatures that appear. The first is near the start of the level, the second is just past the tentacles and the third is in the last area.	Wingardium Leviosa
House Crest 3	At the start of the second area, look for the Dark Magic chest on the bottom of the lake.	Dark Magic Character, Wingardium Leviosa
House Crest 4	Use Lumos to get rid of all of the squid's ink in the second area.	—
Student in Peril	After the second pipe, swim to the left and look for the rowboat on the bottom of the lake. Use Wingardium Leviosa on the oars and then on the boat.	Wingardium Leviosa
Character Token: Harry (Lake Task)	After the first pipe, swim to the left and look for the chest.	—
Character Token: Guitarist	At the start of the second area, swim down and zap the tan chest in the seaweed to the left.	—
Character Token: Krum Shark	Zap the chest in the background at the start of the third area.	—

Level 6: The Dark Lord Returns

Item	Location	Requirement
House Crest 1	At the start of the second area (past the knight maze rooms), use Dark Magic on the wall to the left and then dig up the dig site.	—
House Crest 2	Just north past the Cornish Pixie with the arrow, use Dark Magic on the wall.	Dark Magic Character, Dig Character
House Crest 3	Use Lumos to eliminate all 5 Devil's Snare plants in the maze.	Dark Magic Character
House Crest 4	Voldemort boss battle. Cast Wingardium Leviosa on all 3 skeletons in the area (2 are on the right and the other is to the left).	Wingardium Leviosa
Student in Peril	In the third area, go east and then south from the Sphinx. The student is stuck in Devil's Snare on the southern wall.	—
Character Token: Fleur (Maze Task)	After the first moving wall, enter the hall to the left and zap the Boggart at the south end.	Riddikulus
Character Token: Viktor (Lake Task)	Just north past the Cornish Pixie with the arrow; use Dark Magic on the wall.	Dark Magic Character
Character Token: Cedric (Maze Task)	Zap all 8 of the yellow flowers located throughout the hedge maze.	—

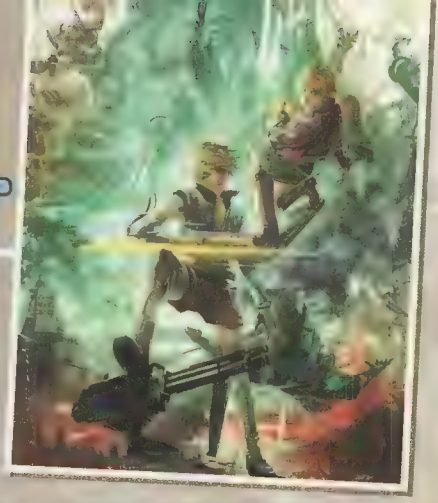
BUT WAIT, THERE'S MORE!

If you're still looking for more excitement and adventure in Harry Potter's world, you'll find even more hidden goodies in and around Hogwarts Castle. If you've followed this guide so far, you should be armed with all of the tools and the knowledge to seek out and find the rest of the Character Tokens and Students in Peril. Leave no stone unturned in your search for 100% Completion status. Be sure to look carefully in Diagon Alley as well; there are some secrets there, including a locked gate into Knockturn Alley. Rumors tell that players who have uncovered every last secret in the game will be rewarded with something special there.

Wii

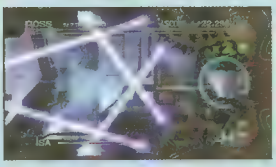
Strategy Guide by Chris Bieniek

SIN & PUNISHMENT
STAR SUCCESSOR

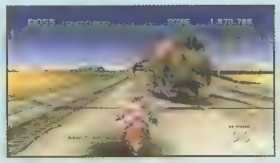


We're here to help you beat the bosses and increase your high scores in *Sin & Punishment: Star Successor*, which hit North America just eight months after it was released in Japan. That's practically the blink of an eye compared to the original *Sin & Punishment*, which took seven years to reach these shores!

ISA VS. KACHI



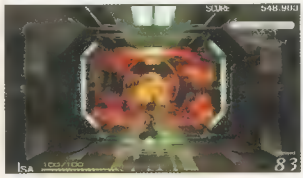
The primary differences between the two playable characters are in the lock-on function and in the charge shot. While playing as Isa, you must point at a target and tap the A button to lock on...but Kachi automatically locks on to the target that's closest to the targeting cursor when you squeeze the B trigger. Advanced players may be annoyed by Kachi's auto-lock, because you may inadvertently lock on to a lesser target while you're trying to perform a more advanced maneuver like reflecting a projectile at a specific bad guy. But the auto-lock makes it easier to take out multiple targets in busy areas, which beginners will appreciate.



Kachi also has a different charge shot—instead of Isa's single, powerful blast, her charge can lock on to as many as eight different targets and launch missiles to simultaneously hit them all. There are stages where this is useful and others where it's not as desirable, so experiment with both characters to determine which one better suits your playing style. Some areas are populated with different enemies depending on the player you choose, and there is a reward for clearing the game with both Isa and Kachi. So play them both!

HIGH SCORE SECRETS

In stages where it's possible to walk instead of hovering, you'll earn a continuous stream of free points just for remaining on the ground. These points could mean the difference between first and second place on the leaderboards, so keep your feet on the ground whenever possible.



An onscreen timer appears during boss battles and certain other timed events, and you'll earn a bonus based on the number of seconds remaining on the timer when these areas are cleared. If you clear a timed area with one second or less remaining on the timer—but before time actually runs out—you'll earn an "At the Buzzer!" bonus of 30,000 points. This bonus is scaled down to 2,500 points in Stage 0 only.

"SPECIAL BONUS" MEDALS

In each stage, there are a certain number of opportunities to earn Special Bonuses by accomplishing certain objectives. You'll know you've earned a special bonus when you see a spinning medal appear, and the total number of medals will be tallied up for a large point bonus at the end of the stage. There are special bonuses in each stage that are awarded when your "Destroyed" counter reaches two different thresholds, and these numbers can be hard to achieve if you don't shoot every available enemy and object in the entire stage. In areas where you don't progress until after you destroy a certain object or enemy, you won't have a chance at earning those "Destroyed" bonuses unless you wait patiently and shoot all the respawning enemies until they stop coming out.

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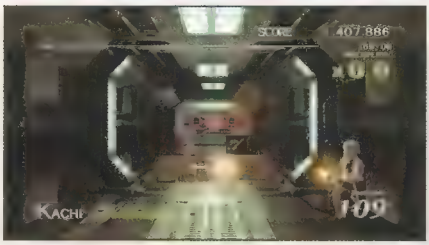
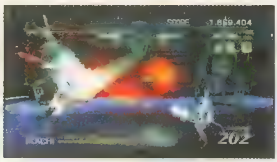
STAGE 0: ESCAPE

Special Bonuses (5)

- Destroy 200 enemies/objects
- Destroy 250 enemies/objects
- Destroy eight large mechs in the first part of the area just before the boss
- Destroy 13 large mechs in the second part of the area just before the boss
- Damage Pacifire with 10 blocks from the ceiling



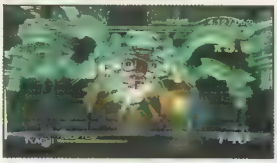
This is a tutorial stage with a lot of timed challenges. Watch for the hallways that look just like the maze sections of Konami's *Contra*. (It's a neat homage, since *Sin & Punishment* developer Treasure was founded by former Konami designers!) The last area before the boss battle features different enemies depending on the character you're playing. After you shoot all the boxes on the floor, three large mechs will drop from the ceiling…but only if you're playing as Isa. Kachi gets to fight a swarm of seven small mechs instead.



When the camera turns to face the corner of the room and the timer is set to 30, more of the large mechs will fall from the ceiling. If you destroy eight of them, you'll earn a medal as soon as the area is cleared. The camera will turn again as the timer is reset to 35 and more large mechs will appear. Shooting 13 mechs here will get you yet another medal. But what if the mechs stop spawning before you've got enough? For some reason, Isa needs to blast more than one mech at a time in order to see enough of them to get the medals. It helps to fire charge shots at the ground between the mechs so he can destroy two at a time. Playing as Kachi usually causes more mechs to spawn, but it's still no guarantee that you'll see enough of them to earn the two medals.

BOSS: Pacifire

Health: 2,000 / Time: 210"00



In addition to blasting its core, this giant spider mech can also be damaged by shooting the ceiling, which causes blocks to fall down and smash the boss. You'll earn a bonus medal if you can hit it with 10 ceiling blocks. Use the Evade button to dodge the yellow lasers and glowing red bombs, and watch for an opportunity to strike Pacifire's body with melee attacks when it crumples about halfway through the fight.

STAGE 1: URBAN RUINS

Special Bonuses (11)

- Destroy 500 enemies/objects
- Destroy 700 enemies/objects
- Use melee attacks to destroy all the towers in the first area
- Destroy two of the large airships in the first area
- Blast Phoenix Keeper off his perch
- Use melee attacks to deflect all the rockets fired by the first rocket launcher
- Use melee attacks to deflect all the rockets fired by the second rocket launcher
- Destroy all the laser-firing cranes around the tower (just before the second NS Ironbat encounter)
- Reach Snapper Keeper with full HP, follow him down the shaft without taking a hit and shoot his head
- Use a melee attack to counter Snapper Keeper's bite attack
- Shoot Snapper Keeper's legs to make him drop toward the lava

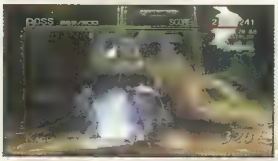
BOSS: NS Ironbat

Health: 500 / Time: 60"00

The Ironbat is a giant armored hovercraft. A bunch of one-eyed henchmen will appear on its wings to shoot at you and toss grenades; use the Evade button to dodge the shots and deflect the grenades with your melee attack. You'll get a health box and a bunch of coins when it goes down.

BOSS: Phoenix Keeper

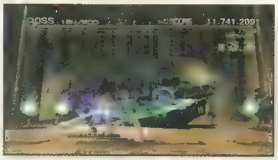
Health: 500 / Time: 100"00



This bird boss will occasionally cover its vulnerable face with its wings, but it is very susceptible to damage from the charge shot. It will summon crustaceans that roll down the hill toward you; use melee attacks on them when they get close. If you blast Phoenix Keeper with all-out frontal attacks and cause him to fall behind the hill, you'll earn a "Special Bonus" medal.

BOSS: Squad Leader

Health: 500 / Time: 120"00



This guy rolls up in a rocket launcher vehicle just after you take out the second NS Ironbat. You can't hurt him with normal fire, so use charge shots. Once you disable the vehicle, he'll come out and walk right up to you, placing himself in perfect position for some heavy-damage melee combos. He has henchmen who come out and play at regular intervals, and he also tosses a boomerang-type weapon when he recedes into the background, but it's nothing you can't handle.

continued

STAGE 1: URBAN RUINS

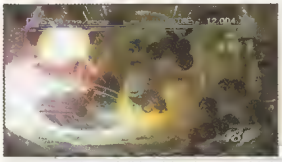
BOSS: Orion Tsang

Health: 500 / Time: 150"00

Tsang has several different types of attacks, some of which should simply be avoided with the Evade button. Watch for the red sphere that launches four projectiles at you (use the melee attack to send them right back at him) and the one where he moves to the side of the screen and launches hundreds of blue spheres in a circular pattern (get right up on him and smack him with a melee attack).

BOSS: Snapper Keeper

Health: 2,000 / Time: 200"00



After the initial descent in which a thousand enemy bullets circle the screen (stay near the middle), you'll be able to hit Snapper in the face, causing him to spit up a max health power-up. Note: If you already have full health when you hit him, you'll get a "Special Bonus" medal instead. When the shower of rocks cascades down the screen, use melee attacks to clear them. You can earn two more medals during this fight by using the melee attack to deflect his bite and by attacking his legs to cause him to drop down.

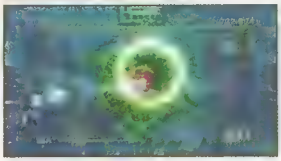
STAGE 2: UNDERSEA TUNNEL

Special Bonuses (11)

- **Destroy 500 enemies/objects**
- **Destroy 1,000 enemies/objects**
- **Destroy all seven of the pink tentacle blobs in the first area**
- **Destroy two of the large green sea serpents that follow the tunnel**
- **Get all of the coins that appear just before the missile-firing submarine**
- **Strike all six of Medusa Keeper's tentacles simultaneously with a single melee attack**
- **Destroy all of the "railroad signals" on the sides of the tunnel just after the Moray Keeper battle**
- **Destroy 20 of the red beams in the tunnel before the NS Barracuda battle**
- **Destroy 100 of the pink-dot gun turrets during the second phase of the NS Barracuda battle**
- **Use melee attacks to destroy the flamethrowers in the prelude to the Brimstone boss battle**
- **Use melee attacks to set off all 20 of the yellow "land mines" in the Brimstone boss battle**

BOSS: Medusa Keeper

Health: 1,500 / Time: 180"00



You can use the Evade button to avoid the halos of light that Medusa Keeper spits out like smoke rings, but Evade won't help you to get away from the suction force when it spins like a turbine. Luckily, this boss takes damage from your regular shots, so you can wear it down gradually while you're waiting for opportunities to reflect his purple projectiles or use your charge shot. Watch for all six tentacles to come together in the center just before the halo attacks; you'll earn a medal if you can strike all six with a single melee attack.

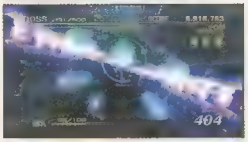
BOSS: Moray Keeper

Health: 1,000 / Time: 180"00

The red-eyed eels are just decoys; you should concentrate all of your attacks on the yellow-eyed creature. Melee attacks are very effective, although he does take damage from your standard shots as well.

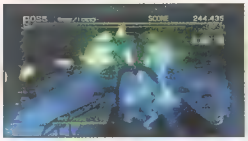
BOSS: NS Barracuda

Health: 500 / Time: 90"00



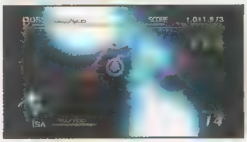
In the first phase of this fight, use the Evade button to dash through the purple electric arcs while you concentrate your fire on the glowing green center.

Health: 1,000 / Time: 180"00



In the second round, the Barracuda is reconfigured into two separate sections, each containing a green gun emplacement, lots of respawning gun turrets and a steady flow of henchmen, all firing at you. You can earn a medal if you have the patience to shoot 100 of the smaller gun turrets; otherwise, just concentrate on one of the green emplacements, dashing to and fro to avoid the hail of projectiles until one side of the entire ship goes down. With half of the enemy artillery silenced, you'll have more room to maneuver while you focus on the other green emplacement.

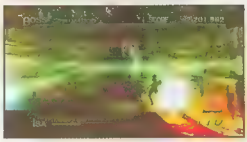
Health: 500 / Time: 90"00



In its final form, the Barracuda is reduced to a centrifuge of spinning lasers and giant, glowing blue spheres of death. If you can successfully dodge its blinding array of weapons, you can take it down for good with just a few charge shots to its central region.

BOSS: Brimstone

Health: 1,000 / Time: 360"00

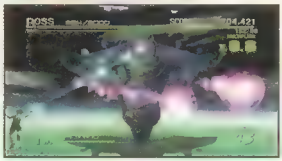


The first part of this battle isn't timed. Just dash around the central column and blast the various segments until the boss' health gauge appears. If you can destroy the flamethrowers with melee attacks, you'll get a medal. Another medal can be had by triggering all of the explosive yellow circles on the ground with melee attacks. Evade the electric arcs and blast the central column with charge shots to bring it down.

STAGE 2: UNDERSEA TUNNEL

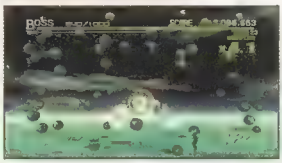
BOSS: Armon Ritter

Health: 2,000 / Time: 200"00



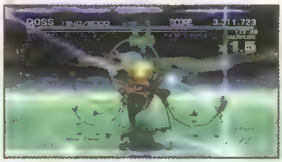
This creepy-lookin' guy transforms into a giant manta ray…and he has the ability to generate globs of black tar that morph into meteors and fighter jets! Use melee attacks against the globs that get too close and the missiles fired by the jets. Keep blasting him in his big, red eye, which will eventually produce a red laser that cooks the air around you. When the columns of electricity appear, stay in between them to avoid taking damage until they fade.

Health: 1,000 / Time: 13"00



In the second phase of the Armon Ritter fight, the boss will split into dozens of black globs, and you'll have just 13 seconds to blast as many as you can. When the timer expires, you'll automatically advance to the next phase.

Health: 1,000 / Time: 200"00

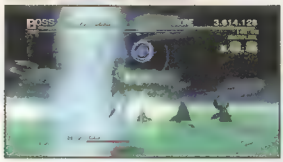


Armon will take the form of a tentacled alien for Round 3. His weak spot is his glowing yellow chest, which he'll try to protect by generating force fields between the spheres at the ends of his tentacles. The tentacles will also generate a blue frame that shifts back and forth to shrink the safe area of the playfield, *Devil World*-style. Blast the tentacle balls to stop their shens and shoot the alien in the chest whenever you have a clear shot. He'll eventually create two huge walls of water, and you must run between them while you dodge bouncing purple spheres.

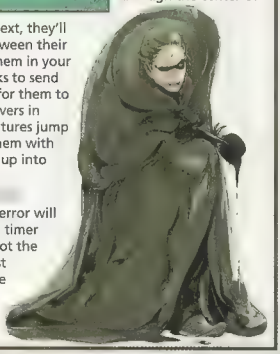
Health: 700 / Time: 11"00

The fourth phase is another glob-shooting intermission, even shorter than the last.

Health: 1,000 / Time: 200"00



Armon's last stand comes in the form of a pod of black dolphins. They'll pop up and fire rings of deadly energy at you—but if you're quick, you can dash through the center of each ring to earn a coin. Next, they'll bounce explosive balls between their snouts before launching them in your direction; use melee attacks to send them back. Finally, watch for them to perform a series of maneuvers in which four of the five creatures jump up simultaneously; blast them with charge shots to break him up into globs one last time.



Health: 200 / Time: 9"00

Armon's reign of aquatic terror will end when the nine-second timer runs out, whether you shoot the orbs or not. This is your last chance to earn a small time bonus—or possibly an "At the Buzzer!" bonus if you time it just right.

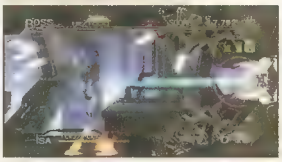
STAGE 3: SKY FORTRESS

Special Bonuses (10)

- **Destroy 800 enemies/objects**
- **Destroy 1,100 enemies/objects**
- **Destroy all of the satellite birds at the start of the level**
- **Hit the "rolling tire" object with a melee attack to make it bounce and destroy 10 enemies on the ceiling**
- **Destroy all of the enemies on the ceiling prior to the Guardian 11 battle**
- **Destroy all of the "heads" that come out of the walls in the tunnels**
- **In the area where you're flying between buildings, each of the hovering towers will award a coin if you completely destroy every segment of the tower. (You'll have to shoot from the bottom and work your way up, because the lower segments will fall off the screen if you shoot the tops first.) Collect five of these coins to earn a medal**
- **Completely destroy all parts of Guardian 17 before the timer expires**
- **Stun Hibaru Yaju by countering her charges with melee attacks in succession**
- **Simultaneously destroy 20 blocks with a single charge shot during the first part of the Horror Keeper battle**

BOSS: Guardian 11

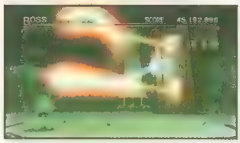
Health: 1,000 / Time: 260"00



Use a charge shot to turn the gears and open the shield that protects the center of the machine, then take aim and repeatedly blast the core whenever it's exposed.

BOSS: Guardian 17

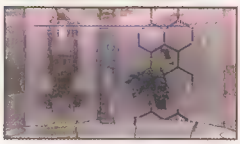
Health: 1,500 / Time: 120"00



This unusual boss consists of flat panels that rotate around the center of the room. The dark-colored panels will fire lasers and projectiles, and the only vulnerable panel is the brown-and-yellow one that hides behind the rest. Use charge shots to hit it while it's exposed. You'll earn a medal if you can destroy all of the panels before the timer expires (save the brown-and-yellow one for last).

BOSS: Hibaru Yaju

Health: 2,000 / Time: 300"00



The trick to beating Hibaru is maintaining a specific distance. If you're too far away from her, she'll shoot green fireballs at you. They're not impossible to evade, but you'll be wasting your time, since this attack doesn't leave her vulnerable at all. If you get in closer to her, she will charge at you, giving you the opportunity to counter with a quick melee attack. If you can do this several times in succession, she will be stunned, leaving her open for a big-damage melee combo or charge shot. (You'll also earn a medal the first time you stun her.) Next, she'll roam around while blasting you with lasers and glowing spheres. She can be hit by normal fire during this phase, so lock on and blast away, using charge shots as soon as your gun cools. She'll revert back to the melee phase before long, so just repeat the same countering technique you used before.

continued

STAGE 3: SKY FORTRESS

BOSS: Horror Keeper

Health: 2,500 / Time: 450"00

Horror Keeper is a huge, six-armed slug in a *luchador* mask who fires missiles from holes and cannons in his segmented body and swings a big chunk of metal on a chain. You can't damage him during the entire first half of the fight, so just blast the blocks out of the way until you reach the top. You'll get a medal if you can destroy 20 blocks with a single charge shot. During the actual battle, he won't always attack you directly, preferring instead to punch the walls and make blocks fall on your head. He can breathe fire from his wide-open mouth, but this is a very slow attack that's easily avoided. Clear the fallen blocks to make maneuvering room and keep blasting him in the face with charge shots to come out on top.

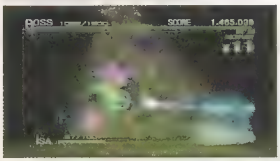
STAGE 4: ETHEREAL FOREST

Special Bonuses (10)

- Destroy 400 enemies/objects
- Destroy 800 enemies/objects
- Destroy all five of the "shrines" (the wooden buildings with paper windows)
- Destroy all the projectile-shooting tombstones in the areas near the start
- Destroy all the glowing purple heads that fly out of the large buildings
- Get Skull Keeper to slam-dunk his ball three times
- Destroy all the cylindrical bombs in the grassy area leading to the Ninja Keeper boss battle
- Use a melee attack to counter the frog's tongue in the Ninja Keeper battle
- Use a melee attack to strike Swamp Keeper when he lunges toward you in the area before his boss battle begins
- Slow down time by touching one of the blue talismans during the Ariana Shami battle

BOSS: Skull Keeper

Health: 1,500 / Time: 120"00



This misshapen, skeletal behemoth is one of the game's most disturbing bosses. Glowering at you with one eye socket blazing, he dribbles a makeshift basketball made of decapitated purple heads, all stuck together with their anguished mouths agape! You can't hurt Skull Keeper directly; you have to shoot the ball to reduce his health. He'll throw his horrible prize at you like a dodgeball, and some of the heads will occasionally detach to zoom toward you. If you hit the ball with a charge shot when he's holding it and not dribbling it, he'll rear up and slam dunk the ball into the foreground, allowing you to strike it with melee attacks. You'll earn a medal if you can get him to dunk three times.

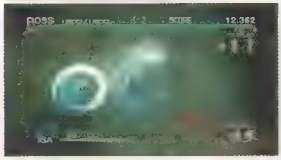
BOSS: Ninja Keeper

Health: 2,500 / Time: 300"00

Ninja Keeper likes to hide in the tall grass, and he'll toss seeds to regrow it when you slice it down. Fortunately, his glowing, red eye gives away his location every time. After he tires of this give-and-take, the huge rock in the center of the screen will start to turn...it's a giant frog! You'll earn a "Special Bonus" medal if you use a melee attack to deflect the frog's tongue when it lashes out at you. The frog will also belch a stream of fire while Ninja Keeper rides on its back, tossing ninja stars. Use melee attacks to deflect the stars and to strike Ninja Keeper when he comes down from his perch.

BOSS: Swamp Keeper

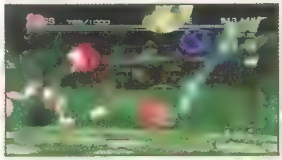
Health: 1,500 / Time: 300"00



Swamp Keeper follows you along for quite a while, slithering through half the stage before his health gauge reveals his identity. He'll spit live leeches at you as well as sharp objects that look like teeth (you can deflect many of these with melee strikes). The latter objects will become embedded in the bridge that you stand on; when they start to glow red, it means they're about to explode, so stand clear! He also shoots a slow-moving purple beam. When he rears up and lunges at the bridge, he'll expose a dome on his head that can be smacked with melee attacks or blasted with a charge shot.

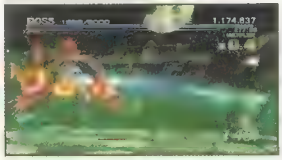
BOSS: Ariana Shami

Health: 1,000 / Time: 300"00



Ariana can conjure explosive red birds that attack in formation. This is bad. She also throws out red and blue birds that morph into floating talismans. This can be very good if you avoid the red ones. Touching a blue talisman causes time to temporarily slow down, which allows you to attack repeatedly with great precision. Touching a red talisman causes time to speed up, which makes you look like you're sitting still in the fast lane. She also raises pillars of water and launches them toward you, and sometimes she'll just run right up to you and trade melee blows.

Health: 2,000 / Time: 300"00



After you deplete Ariana's health, she'll grow some HUGE arms and come back with a fresh timer and health gauge. Note that there is no checkpoint between the two phases of this battle, so if you die during the second phase, you'll have to repeat the first! She'll slam the ground, clap her enormous hands together and swing those big arms to create walls of flame. Watch her position so you can anticipate the height of the flame walls and dodge accordingly. Eventually she will create three red vortexes that spawn stone spikes. The spikes will drive into the ground, limiting your ability to maneuver. If you don't smash them quickly enough, they will stack up and divide the playfield into smaller spaces. The blue and red birds will return, giving you an opportunity to slow down time while you deliver the repeated charge shots that will end Ariana's voodoo career.

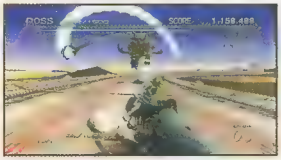
STAGE 5: SANDBLASTED HIGHWAY

Special Bonuses (10)

- Destroy 300 enemies/objects
- Destroy 500 enemies/objects
- Get through the first part of the stage without your vehicle touching the sides of the road
- Destroy both of the steam-powered yellow vehicles before the Sabrehook Keeper battle
- Destroy all nine of the tall tanks on the sides of the road leading up to Sabrehook Keeper
- Get through the area between Sabrehook Keeper and the place where the road turns into a skeletal backbone without your vehicle touching the sides of the road
- Destroy all 21 of the tall tanks on the sides of the road after the Sabrehook Keeper battle
- Get through the area after the Vulture Keeper battle without your vehicle touching the sides of the road
- Destroy all of the cactus-head monsters that emerge from the sand
- Destroy 30 of the boomerang-shaped flying vehicles

BOSS: Sabrehook Keeper

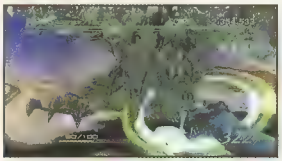
Health: 1,500 / Time: 180"00



Racing ferociously behind you, Sabrehook Keeper will try to pounce on you, slash you with his claws or whip you with his hooked tail. You'll have plenty of time to deliver high-damage charge shots, since his attacks are not constant. When he gets close, you can hurt him and earn bonus coins by using your melee attack. When he dives off the road, he'll shoot a stream of dust or gas into your face, so be prepared to evade.

BOSS: Vulture Keeper

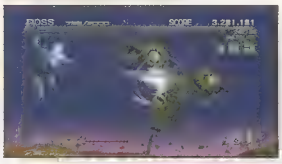
Health: 1,500 / Time: 180"00



Vulture Keeper will hover above the road, firing energy balls and flames in between diving claw strikes. When he gets close, a well-timed melee attack can cause him to drop and roll along the road in a violent, feathery heap. This might be the coolest, most satisfying action in the entire game—if you can do it two or three times, you won't need more than standard firepower to bring him down!

BOSS: Gryphon Keeper

Health: 2,000 / Time: 300"00



Since they couldn't beat you alone, Sabrehook Keeper and Vulture Keeper will team up for an aerial battle in the form of the far more dangerous Gryphon Keeper. He has many different attacks, the most powerful of which is a pair of glowing spheres that move slowly around and eat up a significant percentage of the available airspace. It can be tough to hit him with melee attacks—when he gets close enough, he lays out a bed of fire that's difficult to avoid—but the rewards are great. If you'd rather not go hand-to-hand with this beast, charge shots can take him out without too much trouble.

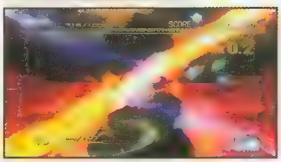
STAGE 6: VOLCANIC STRONGHOLD

Special Bonuses (11)

- Destroy 500 enemies/objects
- Destroy 1,000 enemies/objects
- Destroy all of the columns on the three floating "rafts"
- After defeating the NS Molten Echo, strike it with a three-hit melee attack before it sinks into the lava
- Inside the castle, after you pass the four crablike creatures with platforms on their backs, go under the bridge below the gate that opens; the medal will appear on the right side of a row of coins
- While raising the two platforms with Hatchling Keeper and his crane, shoot him repeatedly until he recoils 10 times
- In the area after the Hatchling Keeper battle, look for a very low horizontal pipe and go under it; the medal will appear on the left side of a row of coins
- Shoot all of the "shrimp" that pop up in the lava-filled tunnel just before you reach Commander Deko
- Clear the first phase of the Commander Deko boss battle without taking any damage
- Clear the second phase of the Commander Deko boss battle without taking any damage
- Perform a seven-hit combo in the third phase of the Commander Deko boss battle

BOSS: NS Molten Echo

Health: 1,000 / Time: 100"00



The slow flyby that precedes this fight can be more difficult than the boss battle itself, primarily because of the concentric purple circles that clog up the screen while you're trying to work. Use the Evade button constantly and don't waste your charge shots on the foot soldiers—save them for the bigger mechs and gun emplacements. When the boss' big gun unfolds and its health meter finally appears, the playfield will be divided into halves by a kerr-azy rotating lightning beam. Evade like a maniac to avoid the beam and use melee attacks to clear out the floating blue spheres. Blast the big gun with charge shots to shut it down.

BOSS: Komodo Keeper

Health: 2,000 / Time: 300"00

This entire battle takes place on a series of railroad flat cars, and you must try to keep your feet on their surfaces. If you hover for too long at any given time, an alarm will sound and you will be swept away by the wind, resulting in the "Game Over" screen. As you advance, you'll see a lever with a red handle in the middle of certain cars. When Komodo Keeper is directly behind you (watch the rear-view mirror), use a melee attack on the lever to release the back half of the car, causing it to collide with the boss for 200 damage points. Your path will be blocked at regular intervals by barricaded towers and gun-toting henchmen; the barricades will explode when you shoot all of the towers in each row. Komodo Keeper will occasionally jump in front of you, so you'll have a chance to get him with some charge shots and melee attacks. But you'll do the most damage by releasing the train cars to hit him.

continued

STAGE 6: VOLCANIC STRONGHOLD

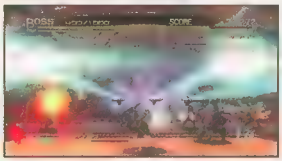
BOSS: Hatchling Keeper

Health: 3,500 / Time: 300"00

In the lead-in to this battle, shoot the red gears in an alternating pattern to raise the two platforms equally. If one of them gets much higher than the other, Hatchling Keeper and his "catch" will be dropped into the lava. When the boss battle begins, you'll find that the baby keeper can breathe fire, shoot flame jets from his torso and generate a rotating sphere with long spindles of purple electricity. He'll also roll into a ball and drop explosive mines across the ground. When he shakes the ground to cause rocks to fall from the sky, clear them out with your melee attack. Hatchling Keeper has more HP than any boss you've faced up to this point, but you can cut him down pretty easily with a steady stream of standard shots to the face.

BOSS: Commander Deko

Health: 1,000 / Time: 300"00



Deko has a small army of henchmen and armored vehicles at his command, and he can't be harmed by normal fire through most of this first phase. Fire in a sweeping pattern across the lower part of the screen to take out the minions there and use melee attacks to send the large rockets back where they came from. Each time your gun cools, send another charge shot into Deko's lap, staying low to avoid the blue lasers. You'll get a max health power-up when you clear this phase—but if your health gauge is already full, you'll earn a medal instead.

Health: 1,500 / Time: 300"00

The second phase of the Deko duel is an aerial battle in which Deko transforms his cloak into an inky dragon. The dragon doesn't exactly attack you, but it will try to restrict your movement by dividing the playfield or circling around you. Again, charge shots will do the most damage. It also helps to stay locked on to him the entire time. Use melee attacks to clear the screen of the round explosives and to repel the objects that Deko throws at you. Another max health power-up will appear after this phase (or another medal if your health is already maxed).

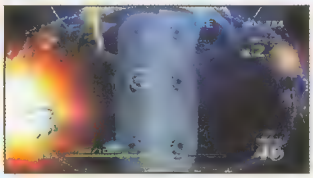
Health: 1,000 / Time: 180"00

Deko's third phase is a surprise—it's a one-on-one side-view fist-fight! You'll be tethered together by Deko's whip, so you won't be able to stay away from each other. But this is a good thing, because the tether will keep him from going too far when you launch him into the air with a combo. Don't forget about the Jump button, which you probably haven't used much up to this point. The key to victory is to stay low—hovering doesn't do you much good here. Mix up your punches and kicks to chain together some combos and keep him guessing. You'll get a "Special Bonus" medal if you can manage to tag him with seven uninterrupted hits.

STAGE 7: COALESCENCE

Special Bonuses (9)

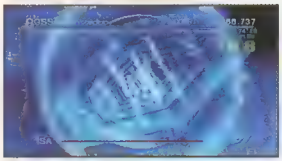
- **Destroy 300 enemies/objects**
- **Destroy 800 enemies/objects**
- **Defeat NS Bow Cannon without taking any damage**
- **Destroy all four of the red bird portals created by Ariana Shami**
- **Defeat Ariana Shami without taking any damage**
- **Defeat Armon Ritter without taking any damage**
- **Destroy all of the weapons and engines on Orion Tsang's ship**
- **Defeat Orion Tsang without taking any damage**
- **Defeat Hibaru Yaju without taking any damage**



Throughout most of this stage, you'll be playing as a powerful bio-enhanced version of Isa with Kachi's life force inside of him. One of the first challenges will be a ring of electricity with reflective panels being shot by a battery of ten laser guns in the background. If you don't slash the panels with melee attacks while using your charge shot to destroy the guns one by one, the panels will reflect the lasers into deadly crossing patterns from which there is little hope of escape. The panels will respawn after you break them, so keep smashing the new ones as well.

BOSS: NS Energy Diffuser

Health: 2,000 / Time: 180"00



This spaceship generates a blue tunnel that's filled with blue electric arcs; you'll be jamming on that Evade button like Master Higgins as you try to avoid them all. Drop charge shots into the center along with your standard weapon fire and use melee attacks on the missiles that criss-cross the tunnel.

BOSS: NS Bow Cannon

Health: 1,500 / Time: 180"00

Part of the same vehicle as the previous boss, the Bow Cannon fires a slow but steady stream of blue plasma that engulfs nearly half the screen at times. It's too thick to dash through, so just dash around it, avoiding the smaller blue spheres until you can blast the cannon into oblivion with normal shots and charge shots.

STAGE 7: COALESCENCE

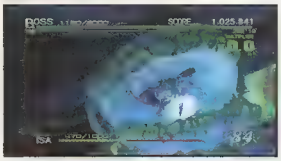
BOSS: Ariana Shami

Health: 3,000 / Time: 180"00

Now you know the secret of that spaceship: All of your old enemies are inside! Ariana still has those honkin' big arms, and she can still do the fire wave, but she also has a ton of new moves. She can spin to send out a web of multicolored projectiles; summon giant asteroids that split into smaller and smaller pieces each time you shoot them; stretch electrical arcs in a vertical pattern; and spit out glowing red and blue spheres in unpredictable ways. Watch for her to summon four red portals that spawn birds—you'll earn a medal if you can destroy all four portals before they close. This fight is basically Evade-a-Palooza 2010; study the bullet patterns and maneuver between them while blasting her.

BOSS: Armon Ritter

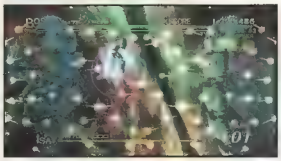
Health: 2,000 / Time: 360"00



Virtually unrecognizable after another crazy transformation, Armon now takes the form of an organic floor and ceiling with a tooth-filled mouth and tentacles (paws?) that smash together, hopefully without you between them! He'll also surround himself with gooey, floating eyeballs that are fun to smack with a melee attack. Blast him in the mouth until he separates into two small planets, with the tentacles emerging to vomit up large masses of garbage that you must avoid. When the planets reconvene, you'll have a chance to melee-attack his uvula, then you'll have to dodge red beams from connected versions of the eyeballs (use charge shots to deactivate them). If you stay on the offensive and hit him in the mouth whenever it's open, you'll prevail.

BOSS: Orion Tsang

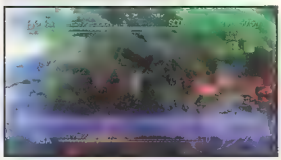
Health: 1,500 / Time: 300"00



No longer just a hovering dude, Tsang now commands his own spaceship, complete with two separate snakelike weapon pods that shoot projectiles and swing laser knives. If you destroy one of the snakes by methodically attacking all of its individual segments, the other one will change to a knives-only pattern that's much easier to deal with. In the second half after the snakes are gone, concentrate on the red "head" of the ship where Tsang stands to finish him off. For a real challenge (and a "Special Bonus" medal), destroy all of the weapons on the ship as well as the engines in the back before going after Tsang.

BOSS: Hibaru Yaju

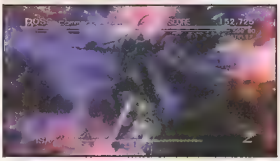
Health: 2,000 / Time: 180"00



It's weird how they brought back all of these bosses from the previous levels, but they gave them entirely new forms and attack patterns. Anyway, Hibaru is now a pair of biomechanical one-armed Samurai swordsmen! This fight takes place in an enclosed box; the bosses can move freely in and out of the area, but you're confined to its rectangular space. One boss will try to lure you into a vulnerable position while the other exits the box to deliver a variety of attacks that force you into smaller areas of the playfield. It's tempting to try to hit them with melee attacks, since they're always right in your face and they're on the same plane. But your chances of success will be much greater if you run away from them the entire time and whittle down their health with repeated long-distance charge shots and a constant blast stream from your standard weapon.

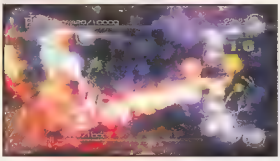
BOSS: Commander Deko

Health: 3,500 / Time: 500"00

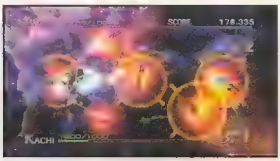


Deko is back to close out the boss parade with a giant alien suit of centaur armor, a massive spear and a huge stockpile of hit points. In the battle's first phase, he lays down indescribable patterns of what shooter fans often refer to as "bullet hell." You're gonna take some hits here, so just accept it and try to steer clear of the bigger objects. He takes plenty of damage from your regular gun, so pour it on and whack the spear with melee attacks when you can.

Health: 10,000 / No Timer



Deko will separate Kachi from Isa's body for the game's final confrontation, which is not governed by a timer. He'll release an unbelievable number of connected red and blue spheres, which would be almost impossible to shoot down individually. Fortunately, there's a trick to it: If you shoot one of the red ones, it will explode and destroy all of the blue ones that are connected to it. So aim for the red spheres and save your screen-clearing charge shots for the strings that are all blue (or the times when there are just too many to handle).



The larger green spheres will split into smaller ones when you shoot them, and the screen will quickly fill up if you try to tag them all. If you don't have a charge shot ready to clear the entire screen, it might be better to let the large green spheres pass without shooting them! They don't seem to do any more damage than the smaller ones, and there won't be as many of them if you don't split them up. After he takes a certain amount of damage, Deko will release a new kind of sphere. These have knives inside them, and you'll have to go crazy with melee attacks to deflect them all. They inflict a lot of damage when you reflect them, though, and that's about all you can do to finish off Deko and close the door on the game's final stage.

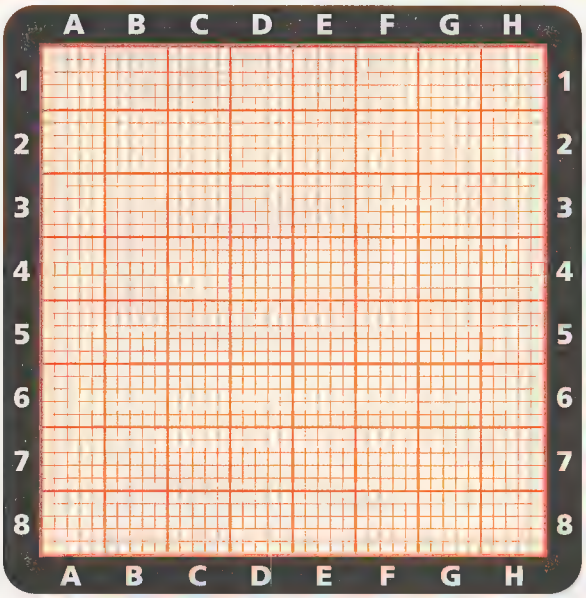
UNLOCKABLE BONUSES

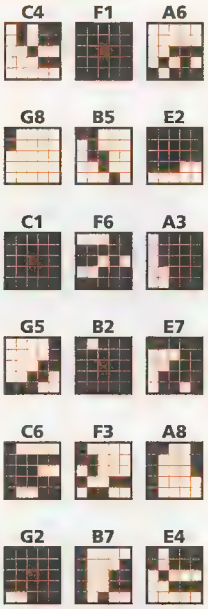
After you clear the game with both Isa and Kachi separately, you'll unlock a new "Isa & Kachi" mode in which you can switch between the two characters at any time by pressing the ➡ button. Beat the game in this new mode to see a more complete ending sequence; you'll also unlock the option to play as Isa with Kachi's lock-on ability (or as Kachi with Isa's lack of lock-on ability).

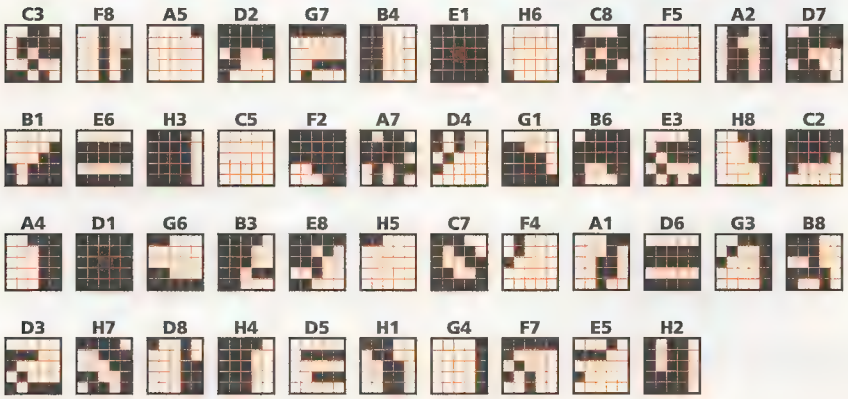
TIPS & TRICKS

Pencil Puzzles

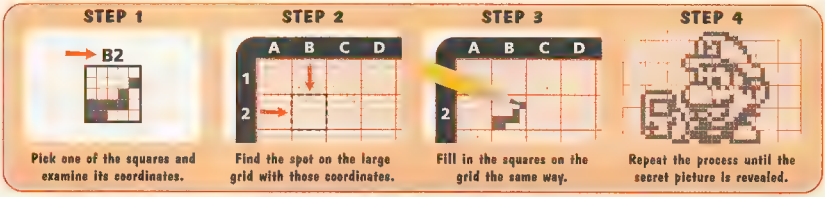
Grab a pencil and get ready to unlock the secret images in our special feature: *Tips & Tricks Pencil Puzzles*! It's up to you to put the pieces together and figure out what the pictures are. Follow the instructions on the next page to reveal the hidden images. It's easy; you don't need math skills and you don't have to be a great artist. If you can fill in a square, you can unlock the mystery....



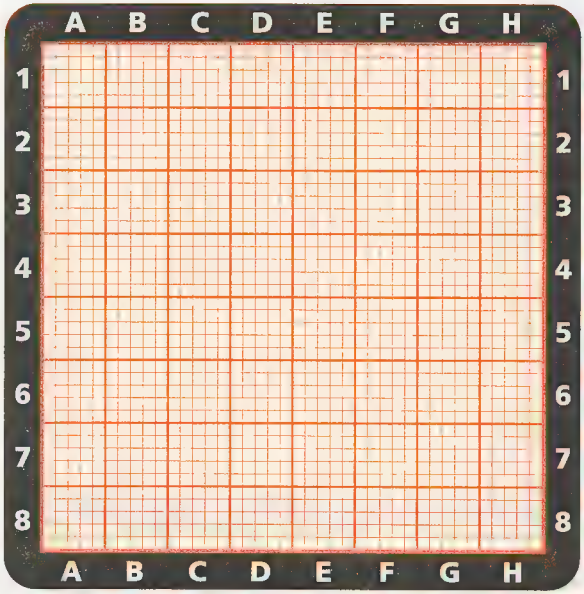


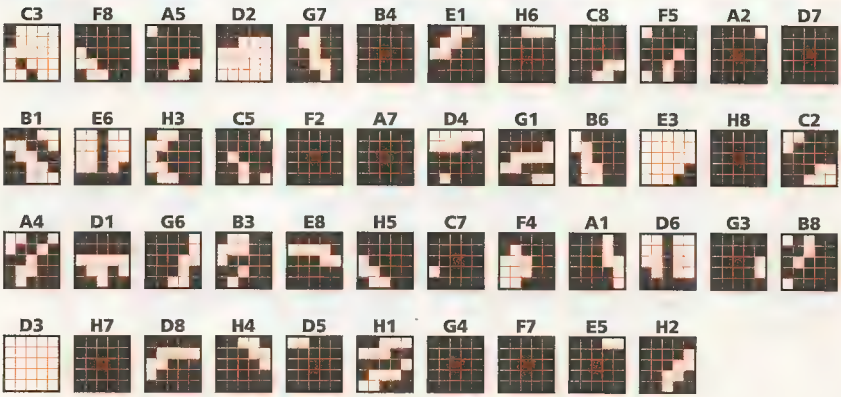


Directions


STEP 1
B2
Pick one of the squares and examine its coordinates.
STEP 2
A B C D
1
2
Find the spot on the large grid with those coordinates.
STEP 3
A B C D
2
Fill in the squares on the grid the same way.
STEP 4
Repeat the process until the secret picture is revealed.

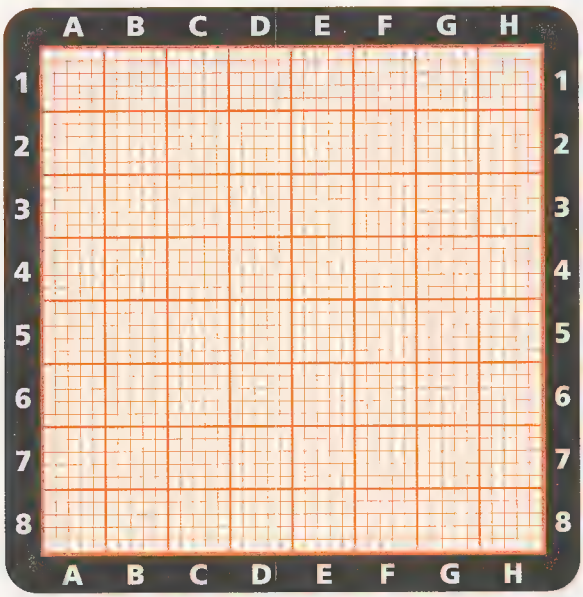
C4 F1 A6
G8 B5 E2
C1 F6 A3
G5 B2 E7
C6 F3 A8
G2 B7 E4

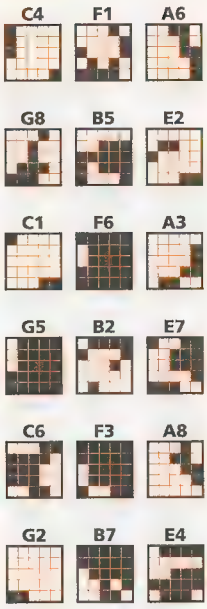

A B C D E F G H
1 2 3 4 5 6 7 8

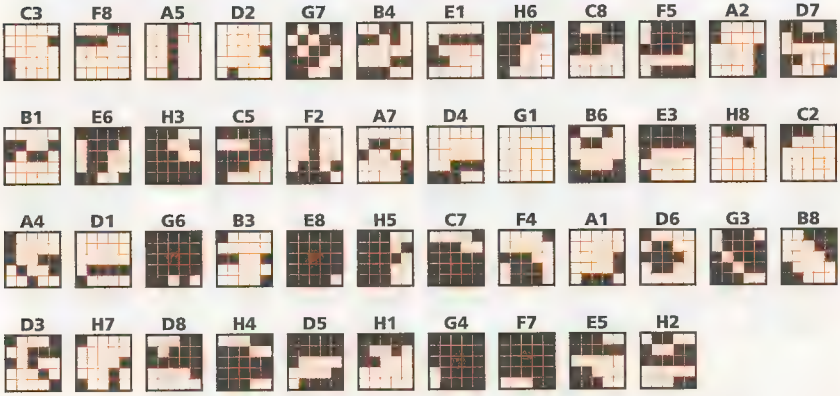

C3 F8 A5 D2 G7 B4 E1 H6 C8 F5 A2 D7
B1 E6 H3 C5 F2 A7 D4 G1 B6 E3 H8 C2
A4 D1 G6 B3 E8 H5 C7 F4 A1 D6 G3 B8
D3 H7 D8 H4 D5 H1 G4 F7 E5 H2

TIPS & TRICKS

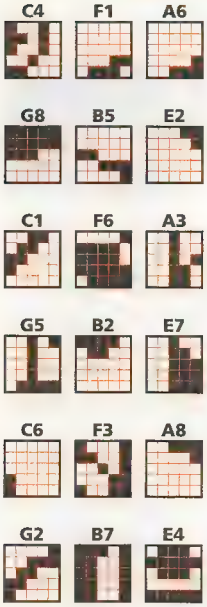
Pencil Puzzles

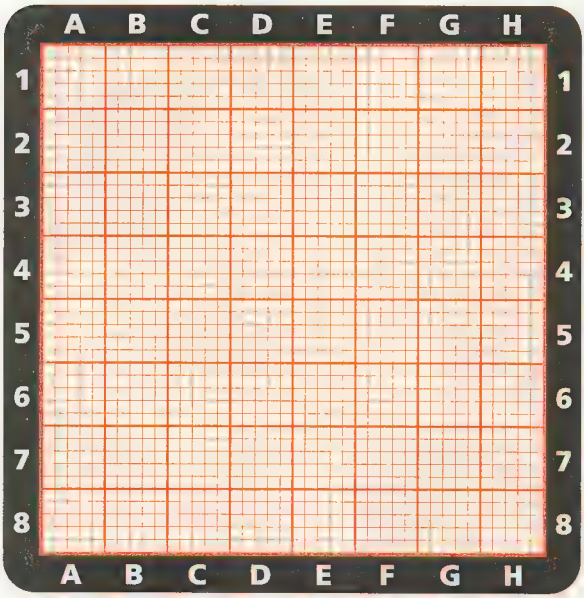


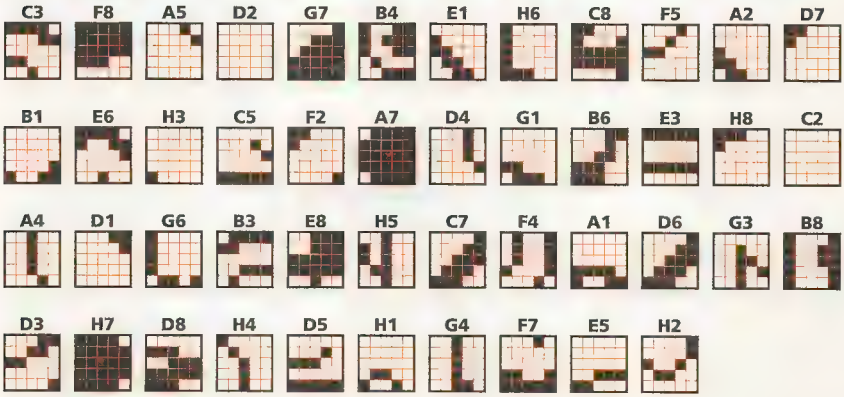




Pencil Puzzles







Wii tips

NOTE: When entering codes with the Wii Remote, be sure that the controller is oriented in the direction recommended by the game in question. For example, pressing **Up** on the D-pad when the Wii Remote is vertical is not the same as pressing **Up** when it's horizontal, because the D-pad is rotated along with the controller.

AVATAR: THE LAST AIRBENDER

Cheat Codes

Choose "Extras" from the main menu, then select "Code Entry" and enter any of the following cheat codes:

9 4 6 7—Unlimited health
2 4 4 6 3—Unlimited Chi
2 3 6 3 7—Unlimited Copper
3 4 7 4 3—Double damage
5 3 4 6 7—Neverending stealth
5 4 6 4 1—1-hit dishonor
9 7 8 3 1—Unlock the Character Concept Art Gallery
3 7 4 3 7—Unlock all Treasure Maps

AVATAR: THE LAST AIRBENDER THE BURNING EARTH

Passwords

From the main menu, select the left arrow, then choose "Code Entry" and input the following passwords:

6 5 0 4 9—Unlock Unlimited Health
6 6 2 0 6—Unlock Unlimited Special Attacks
8 9 1 2 1—Unlock Max. Level
2 8 2 6 0—Unlock 1 Hit Dishonor
9 0 2 1 0—Unlock Double Damage
9 9 8 0 1—Unlock all Bonus Games
8 5 0 6 1—Unlock all Gallery Items

BEN 10: ALIEN FORCE

Secret Codes

Choose the "Bonus Content" option from the main menu, then select "Enter Code" and enter any of the following secret codes. Each code is a sequence of four characters from the game.

Swampfire, Gwen, Kevin, Ben—"All Combos" unlocked
Ben, Swampfire, Gwen, Big Chill—"Infinite Aliens" unlocked
Kevin, Big Chill, Swampfire, Kevin—"Invincibility" unlocked
Gwen, Kevin, Big Chill, Gwen—"Level Lord" unlocked

BEN 10 ALIEN FORCE: VILGAX ATTACKS

Cheat Codes

Choose "Options" from the pause menu, then select "Cheats" and enter any of the following cheat codes

e v e r y t h i n g p r o o f—Invulnerability
g e n e r a t o r—Unlimited energy
p o r t a l—Advance to the next stage
h e r o t i m e—Unlock all upgrades
p r i m u s—Unlock all aliens
h u d—Toggle the onscreen display

BLAZING ANGELS: SQUADRONS OF WWII

Main Menu Cheat

At the main menu, hold the ➖ and ➕ buttons and press **1**, **2**, **1**, **2**, **1** to unlock all Campaign missions, all Standalone Mode stages and planes, all Medals and all planes in the Hangar.

Pause Menu Cheats

At any time during gameplay, pause the game and enter any of the following codes:

God mode—Hold the ➖ button and press **1**, **2**, **1**, **2**
Increase damage—Hold the ➖ button and press **2**, **1**, **1**, **2**

CARNIVAL GAMES

See the Credits

At the title screen menu, click on the hanging "Games" sign to watch the game's credits roll.

CARS

Cheat Codes

Select "Options" from the main menu, then choose "Cheat Codes" and enter any of the following codes:

I M S P E E D—Faster acceleration
V R O O O O M—Unlimited Boost meter
Y A Y C A R S—Unlock all cars
R 4 M O N E—Unlock all paint schemes for all unlocked vehicles
M A T T L 6 6—Unlock all Arcade games
I F 9 0 0 H P—Unlock all Bonus Content and all Arcade games
T R G T E X C—Unlock Mater's Countdown Clean-Up Mini-game and Mater's Speedy Circuit Road Race
C O N C 3 P T—Unlock all character/environment art
W A T C H I T—Unlock all movie clips/deleted scenes

CAVE STORY (WiiWare)

Cheat Codes

Normally, the color of Quote's clothes will be different depending on whether you're playing on Easy, Original or Hard difficulty. The following codes allow you to play as any color regardless of the difficulty level. While holding the Wii Remote in the horizontal position, enter the codes at the title screen, where the *Cave Story* logo appears. The words "Press the **A** Button to begin" will flicker briefly each time you enter a code correctly. You will notice that all your save files show Quote's new outfit when you load up a game.

Yellow Quote—Hold the **B** button and press **1**, **2**, **1**, **2**, **1**, **Down**
Red Quote—Hold the **B** button and press **1**, **2**, **1**, **2**, **2**
Blue Quote—Hold the **B** button and press **1**, **2**, **1**, **2**, **1**, **1**, **Up**

DESTROY ALL HUMANS! BIG WILLY UNLEASHED

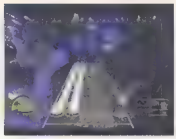
Cheat Codes

During gameplay, pause the game and use the arrows at the top of the Pause menu to navigate to the Unlockables screen. Next, hold the analog stick on the Nunchuk in the **Up** position for a few seconds; a cheat code entry window will appear. Enter each code using the D-pad on the Wii Remote, and press **A** after entering each code to confirm it.

Can't be killed—**Left**, **Down**, **Up**, **Right**, **Up**
Infinite ammo—**Right**, **Up**, **Up**, **Left**, **Right**
Unlimited jetpack fuel—**Right**, **Right**, **Up**, **Left**, **Left**
Unlimited Big Willy battery—**Left**, **Left**, **Up**, **Right**, **Down**
Lots of guns—**Right**, **Left**, **Down**, **Left**, **Up**
Unlock all game worlds—**Up**, **Right**, **Down**, **Right**, **Up**
Crypto Dance Fever skin—**Right**, **Left**, **Right**, **Left**, **Up**
Stealth Space Ninja—**Up**, **Right**, **Down**, **Down**, **Left**
Kluckin's Chicken Blimp skin—**Left**, **Up**, **Down**, **Up**, **Down**

GUITAR HERO: METALLICA

Cheat Codes



Choose "Settings" from the main menu, then select "Cheats" and enter the following codes by pressing the color-coded fret buttons on the guitar controller:

Air Instruments—**Red**, **Red**, **Blue**, **Yellow**, **Green**, **Green**, **Green**, **Yellow**
Always Drum Fill—**Red**, **Red**, **Red**, **Blue**, **Blue**, **Green**, **Green**, **Yellow**
Black Highway—**Yellow**, **Red**, **Green**, **Red**, **Green**, **Red**, **Red**, **Blue**
Flame Color—**Green**, **Red**, **Green**, **Blue**, **Red**, **Red**, **Yellow**, **Blue**
Gem Color—**Blue**, **Red**, **Red**, **Green**, **Red**, **Green**, **Red**, **Yellow**
Hyperspeed—**Green**, **Blue**, **Red**, **Yellow**, **Yellow**, **Red**, **Green**, **Green**
Invisible Rocker—**Green**, **Red**, **Yellow**, **Yellow**, **Yellow**, **Blue**, **Blue**, **Green**
Metallica Costumes—**Green**, **Red**, **Yellow**, **Blue**, **Blue**, **Yellow**, **Red**, **Green**
Performance Mode—**Yellow**, **Yellow**, **Blue**, **Red**, **Blue**, **Green**, **Red**, **Red**
Star Color—**Red**, **Red**, **Yellow**, **Red**, **Blue**, **Red**, **Red**, **Blue**
Auto Kick—**Yellow**, **Green**, **Red**, **Blue**, **Blue**, **Blue**, **Blue**, **Red**
Extra Line 6 Tones—**Green**, **Red**, **Yellow**, **Blue**, **Red**, **Yellow**, **Blue**, **Green**
Vocal Fireball—**Red**, **Green**, **Green**, **Yellow**, **Blue**, **Green**, **Yellow**, **Green**

GUITAR HERO: SMASH HITS

Cheat Codes

Choose "Options" from the main menu, then select "Cheats" and enter the following codes using the colored buttons on the guitar controller:

Air Instruments—Yellow, Red, Blue, Green, Yellow, Red, Red, Red
Always Drum Fill—Green, Green, Red, Red, Blue, Blue, Yellow, Yellow
Always Slide—Blue, Yellow, Red, Green, Blue, Green, Green, Yellow
Autokick—Blue, Green, Red, Yellow, Red, Yellow, Red, Yellow
Flame Color—Yellow, Blue, Red, Green, Yellow, Red, Green, Blue
Gem Color—Red, Red, Red, Blue, Blue, Blue, Yellow, Green
Hyperspeed—Red, Green, Blue, Yellow, Green, Yellow, Red, Red
Invisible Rocker—Blue, Red, Red, Red, Red, Yellow, Blue, Green
Line 6 Music Unlock—Green, Red, Yellow, Blue, Red, Yellow, Blue, Green
Performance Mode—Blue, Red, Yellow, Yellow, Red, Red, Yellow, Yellow
Star Color—Green, Red, Green, Yellow, Green, Blue, Yellow, Red
Vocal Fireball—Green, Blue, Red, Red, Red, Yellow, Yellow, Blue, Blue

LEGO HARRY POTTER: YEARS 1-4

Cheat Codes

Enter the following codes by visiting the top floor of Wisacres Wizarding Supplies in Diagon Alley:

Q Q W C 6 B—Invincibility
8 9 M L 2 W—Regenerate Hearts
J 9 U 6 Z 9—Extra Hearts
6 7 F K W Z—Stud Magnet
Z E X 7 M V—Fall Rescue
Z 9 B F A D—Fast Dig
F A 3 G Q A—Fast Magic
7 A D 7 H E—Red Brick Detector
8 4 Q N Q N—Gold Brick Detector
T T M C 6 D—Hogwarts Crest Detector
H A 7 9 V 8—Character Token Detector
H 2 7 K G C—Character Studs
7 4 Y K R 7—Score x2
J 3 W H N K—Score x4
X K 9 A N E—Score x6
H U F V 2 H—Score x8
H 8 X 6 9 Y—Score x10
A U C 8 E H—Carrot Wands
T 7 P V V N—Christmas
4 D M K 2 R—Disguise
F 8 8 V U W—Ice Rink
H Z B V X 7—Silhouettes
B M E U 6 X—Singing Mandrake
V E 9 V V 7—Accio
Q F B 6 N R—Anteoculatia
6 D N R 6 L—Calvorio
9 G J 4 4 2—Colovaria
C D 4 J L X—Engorgio Skullus
M Y N 3 N B—Entomorphis
N D 2 L 7 W—Flipendo
E R A 9 D R—Glacius
H 8 F T H L—Herbifors
Y E B 9 Q 9—Incarcerous
Z M 2 X J 6—Locomotor Mortis
U W 8 L R H—Redactum Skullus
2 U C A 3 M—Rictusempra
U 6 E E 8 X—Slugulus Eructo
U W D J 4 Y—Stupefy
K W W Q 4 4—Tarantallegra
Y Z N R F 6—Trip Jinx
Q E 4 V C 7—Gold Brick
F Y 8 H 9 7—Gold Brick
3 M Q T 4 P—Gold Brick
P Q P M 7 Z—Gold Brick
Z Y 2 C P A—Gold Brick
3 G M T P 6—Gold Brick
X Y 6 V Y Z—Gold Brick
T U N C 4 W—Gold Brick
E J 4 2 Q 6—Gold Brick
G F J C V 9—Gold Brick
D Z C Y 6 G—Gold Brick

MEDAL OF HONOR: VANGUARD

Cheat Code

At any time during gameplay, pause the game and press **Up**, **Down**, **Up**, **Down**. The words "Enter Cheat Code" will appear in the corner of the screen; now you can enter the following code:

Decrease enemy accuracy—**Right**, **Left**, **Right**, **Down**, **Up**, **Right**

MX VS. ATV UNTAMED

Unlock Everything

Choose "Options" from the main menu, then select "Cheat Codes" and enter the code "YOUGOTIT" to unlock all locked items.

POKÉMON PUZZLE LEAGUE (Virtual Console)

Unlock All Puzzles in Puzzle University

At the title screen, hold **Z** and press **A**, **B**, **R**, **A**, **A**, **B**, **R**, **A**. You'll hear a special sound effect after entering the code correctly.

Start From Lv. 50-99 in Marathon mode

At the title screen, hold **Z** and press **B**, **A**, **L**, **L**. You'll hear a special sound effect after entering the code correctly.

Unlock V-Hard Game Level

At the "Game Settings" screen where you select your Game Level, hold **Z** and press **L**, **L**, **A**, **B**. "V-Hard" will appear on the screen after entering the code correctly.

Unlock S-Hard Game Level

At the "Game Settings" screen where you select your Game Level, hold **Z** and press **R**, **L**, **A**, **B**. "S-Hard" will appear on the screen after entering the code correctly.

Play in Mewtwo's Stage

When you start a two-player game, at the "Trainer Select" screen, hold **Z** and press **B**, **Up**, **L**, **B**, **A**, **START**, **A**, **Up**, **R**. The game will imediately begin after entering the code correctly. Ash will be Player 1 and Mewtwo will be Player 2.

Unlock All Trainers

When you start a two-player game, at the "Trainer Select" screen, hold **Z + L + R** on Controller 1 and Controller 2 at the same time. All the trainers will appear after entering the code correctly.

RATATOUILLE

Cheat Codes

Choose "Extras" from the main menu, then select "Gusteau's Shop" and access the "Secrets" option. There are five pages of secrets; press **Left** or **Right** to view the different pages. The first four codes can be purchased with Gusteau points, but the remaining 20 cheats must be unlocked by selecting each one and entering the corresponding code (listed below) when the "Enter Cheatcode" menu appears. Note the capital letter(s) in each code. Some of the cheats can be turned on and off after you have entered the code to unlock them.

Pieceocake—Code 1 (Unlocks Very Easy difficulty mode)
Myhero—Code 2 (Remy receives no impact and no damage from enemies, but still takes water and falling damage)
Shielded—Code 3 (Remy receives no damage from enemies, but still takes water and falling damage)
Spyagent—Code 4 (Remy can move undetected and unnoticed by any enemy)
Ilikeonions—Code 5 (Remy farts when he jumps)
Hardfeelings—Code 6 (Remy head butts when attacking instead of a tailswipe move)
Slumberparty—Code 7 (Unlocks multiplayer mode)
Gusteauart—Code 8 (Unlocks all Concept Art)
Gusteaushipp—Code 9 (Unlocks all 4 championship modes)
Mattelme—Code 10 (Unlocks all single player and multiplayer minigames)
Gusteauvid—Code 11 (Unlocks all Videos)
Gusteaures—Code 12 (Unlocks all Bonus Artworks)
Gusteaudream—Code 13 (Unlocks all Dream Worlds in the Gusteau's Shop)
Gusteauslide—Code 14 (Unlocks all Slides in the Gusteau's Shop)
Gusteaulevel—Code 15 (Unlocks all single player minigames)
Gusteaucombo—Code 16 (Unlocks all items in the Gusteau's Shop)
Gusteaupot—Code 17 (Credits the player with 5,000 Gusteau points)
Gusteaujack—Code 18 (Credits the player with 10,000 Gusteau points)
Gusteauomni—Code 19 (Credits the player with 50,000 Gusteau points)

SPIDER-MAN: FRIEND OR FOE

Cheat Codes

Enter the following codes while standing in the Helicarrier (not while paused). You'll hear a confirmation sound each time you enter a code correctly.

Earn 5,000 Tech Tokens—**Up**, **Up**, **Down**, **Down**, **Left**, **Right**

Unlock Venom—**Left**, **Left**, **Right**, **Up**, **Down**, **Down**

Unlock New Goblin—**Left**, **Down**, **Right**, **Right**, **Down**, **Left**

Unlock Sandman—**Right**, **Right**, **Right**, **Up**, **Down**, **Left**

SPONGEBOB SQUAREPANTS CREATURE FROM THE KRUSTY KRAB

Cheat Passwords

Choose "Extras" from the main menu, then select "Cheat Codes" and enter any of the following passwords:

V I G O R—Infinite health in all platform levels
G A S S Y—Infinite fuel in all flying levels
E M C S Q R—Infinite time in all driving levels
R O C F I S H—Earn 30,000 Z's
T I S S U E—Activate Sleepy Seed detector
G U D G E O N—Unlock all levels in Free Play mode
P O R K P I E—Unlock bonus artwork
S C O O T L E S—Mystery Code (see Page 94)

TMNT

Cheat Codes

At the main menu, hold the **Z** button on the Nunchuk attachment and enter the following codes. Release **Z** after each code and you'll hear a confirmation sound.

Unlock Don's Big Head Goodie—**1**, **A**, **C**, **2**
Unlock Challenge Map 2—**A**, **A**, **A**, **1**, **A**

WII SPORTS RESORT

Secret Strike

In the Bowling mode 100-Pin Game, if you can manage to get your ball to travel on *top* of one of the railings all the way to the end of the lane, you'll earn the secret strike—knocking down all 100 pins without ever touching any of them! This is difficult to pull off, as you'll need to heft the ball onto the railing, but also put just the right amount of spin on your throw (the ball should spin slightly back toward the lane). You need the spin to avoid having it fall off the far side of the railing, but too much spin will cause it to drop back into the lane before reaching the end of the railing.

Secret Button Commands

• In the Swordplay event, hold **2** at the "Select a Mii" screen in Duel mode and press **A**. Release **2** at the next screen; now you'll be fighting while the sun sets over the ocean in the background.

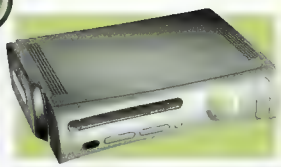
• On the course select screen in Frisbee® Golf mode, hold **2** and press **A** to choose your course. Release **2** at the next screen. Now you'll play without any of the onscreen HUD items like the map and wind indicators

• To play a pickup game in Basketball mode at night, hold **2** while selecting your Mii, then release **2** at the next screen.

• At the Mii select screen in Table Tennis mode, hold **2** and select your Mii. Release **2** at the next screen and you'll play to 11 (win by 2 points) instead of the standard 6-point match.

• On the course select screen in Golf mode, hold the **2** button and press **A** to choose your course. Release **2** at the next screen. Now you'll play without any of the onscreen HUD items like the map and wind indicators.

• At the Mii select screen in Bowling mode, hold either **Right**, **Left** or **Down** and press **A** to select your Mii. Depending on which direction you pressed, you'll have a different colored ball (**Right** = Gold, **Left** = Pink and **Down** = Green).



Xbox 360 tips

AVATAR: THE LAST AIRBENDER THE BURNING EARTH

Passwords

From the main menu, select the left arrow, then choose "Code Entry" and input the following passwords:

6 5 0 4 9—Unlock Unlimited Health
6 6 2 0 6—Unlock Unlimited Special Attacks
8 9 1 2 1—Unlock Max. Level
2 8 2 6 0—Unlock 1 Hit Dishonor
9 0 2 1 0—Unlock Double Damage

BAKUGAN: BATTLE BRAWLERS

Cheat Codes

Enter each of the following codes at the name entry prompt to start with extra BP:

3 3 2 0 4 4 2 9—1,000 BP
4 2 3 4 8 2 9 4—5,000 BP
4 6 8 3 6 4 7 8—10,000 BP
1 8 4 9 9 7 5 3—100,000 BP
2 6 0 3 7 9 4 7—500,000 BP

BATTLESTATIONS: MIDWAY

Unlock All Missions, Challenges and Movies

Choose "U.S. Campaign" from the "Single Player" menu. At the "Select Mission" screen, hold **LT + LB + RT + RB** and press **X**. You'll hear a sound to confirm that the code has been activated.

THE BOURNE CONSPIRACY

Passwords

Select the "Cheats" option at the main menu, then enter the following passwords to unlock improved weapons:

a l w a y s a n o b j e c t i v e—Automatic Shotguns Replace Semi-Autos
W h a t t h e y m a k e y o u g i v e—Light Machine Guns have Silencers

CRASH OF THE TITANS

Cheat Codes

At any time during the game, press **START** to pause, then hold **RT** at the pause screen and enter the following codes:

Big head Crash—**X, X, Y, A**
Shadow Crash—**Y, X, Y, A**

DAMNATION

"Unlockables" Passwords

Choose "Unlockables" from the main menu and enter the following passwords:

L o c k n l o a d—Unlock Custom Loadout
P e o p l e p e r s o n—Unlock Custom Characters
L i n c o l n s t o p h a t—Unlock Big Head Mode
B l o w o f f s o m e s t e a m—Unlock Vorpal Mechanical Repeater
R e v e n a n t—Unlock Insane Difficulty

DARKSIDERS

Cheat Code

Choose "Options" from the pause screen, then select "Enter Code" to enter the following cheat code:

The Hollow Lord—Unlock "The Harvester" secondary weapon (the next time you visit Vulgrim's shop it will be available to purchase at no cost)

DEAD SPACE

Cheat Codes

At any time during gameplay, pause the game and enter any of the following codes at the pause screen. You will hear a confirmation tone each time a code is entered correctly. Note: Most of these codes can only be used one time.

Increase oxygen—**X, X, Y, Y, Y**
Stasis refill—**X, Y, Y, X, Y**
Two power nodes—**Y, X, X, X, Y**
Five power nodes—**Y, X, Y, X, X, Y, X, X, Y, X, X, Y**
1,000 credits—**X, X, X, Y, X**
2,000 credits—**X, X, X, Y, Y**
5,000 credits—**X, X, X, Y, X, Y**
10,000 credits—**X, Y, Y, Y, X, X, Y**

FUEL

Bonus Codes

Choose "Options" from the main menu, then select "Bonus Codes" and use the "Enter Bonus Code" option to enter these codes:

4 8 9 9 2 5 1 9—Unlock Camo Army Helmet
2 0 0 6 1 9 7 7—Unlock Road Addict Jacket
9 1 0 3 1 9 8 5—Unlock Speed Angel Shorts
1 7 1 2 1 9 7 3—Unlock Lightning Bolt for the Mudhog
1 8 0 2 1 9 7 4—Unlock Butterfly for the Sludgeray
1 8 0 4 1 8 5 1—Unlock the Warrior vehicle

G.I. JOE: THE RISE OF COBRA

Classic Costumes

Enter the following codes when the words "Press START Button to Play" appear at the title screen:

Unlocks Duke's Classic Outfit—**Left, Up, X, Up, Right, Y**
Unlocks Scarlett's Classic Outfit —**Right, Up, Down, Down, Y**

THE GODFATHER II

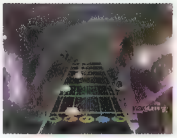
Cheat Codes

Enter these codes while in the "Don's View" mode (press **START** within the game to access this view after you take over the family). You can use each code once every five minutes.

Instant $5,000—**X, Y, X, X, Y, Left Thumbstick**
Max. ammunition—**Y, Left, Y, Right, X, Right Thumbstick**
Full health—**Left, X, Right, Y, Right, Left Thumbstick**

GUITAR HERO 5

Cheat Codes



Choose "Options" from the main menu, then select "Input Cheats" and enter any of the following codes using the colored buttons on the guitar controller:

All characters unlocked—Blue, Blue, Green, Green, Red, Green, Red, Yellow
Air Instruments unlocked—Red, Red, Blue, Yellow, Green, Green, Green, Yellow
All HOPOs unlocked—Green, Green, Blue, Green, Green, Green, Yellow, Green
Always Slide unlocked—Green, Green, Red, Red, Yellow, Blue, Yellow, Blue
Auto Kick unlocked—Yellow, Green, Red, Blue, Blue, Blue, Blue, Red
Contest Winner1 unlocked—Green, Green, Red, Red, Yellow, Red, Yellow, Blue
Focus Mode unlocked—Yellow, Green, Red, Green, Yellow, Blue, Green, Green
HUD Free Mode unlocked—Green, Red, Green, Green, Yellow, Green, Green, Green
Invisible Rockers unlocked—Green, Red, Yellow, Yellow, Yellow, Blue, Blue, Green
Performance Mode unlocked—Yellow, Yellow, Blue, Red, Blue, Green, Red, Red

GUITAR HERO: VAN HALEN

Cheat Codes

Choose "Settings" from the main menu, then select "Cheats" and "Enter New Cheat." Enter these codes using the colored buttons on the guitar controller:

Unlock Air Instruments—Red, Red, Blue, Yellow, Green, Green, Green, Yellow
Always Drum Fill—Red, Red, Red, Blue, Blue, Green, Green, Yellow
Always Slide—Green, Green, Red, Red, Yellow, Red, Yellow, Blue
Auto Kick—Yellow, Green, Red, Blue, Blue, Blue, Blue, Red
Black Highway—Yellow, Red, Green, Red, Green, Red, Red, Blue
Extra Line 6 Tone—Green, Red, Yellow, Blue, Red, Yellow, Blue, Green
Flame Color—Green, Red, Green, Blue, Red, Red, Yellow, Blue
Gem Color—Blue, Red, Red, Green, Red, Green, Red, Yellow
Invisible Rocker—Green, Red, Yellow, Yellow, Yellow, Blue, Blue, Green
Performance Mode—Yellow, Yellow, Blue, Red, Blue, Green, Red, Red
Star Color—Red, Red, Yellow, Red, Blue, Red, Red, Blue
Vocal Fireball—Red, Green, Green, Yellow, Blue, Green, Yellow, Green

HALO 3

Cheat Codes

At any time during a local match or theater replay, press and hold any of the following button combinations for three seconds to activate (or deactivate) the corresponding effect:

Hide weapons—**LB + RB + Left Thumbstick + A + Down**
Show Coordinates—**LB + RB + Left Thumbstick + A + Up**
Toggle panoramic camera while "Show Coordinates" code is active—**Left Thumbstick + Right Thumbstick + Left**

LEGO HARRY POTTER: YEARS 1-4

Cheat Codes

Enter the following codes by visiting the top floor of Wisacres Wizarding Supplies in Diagon Alley:

Q Q W C 6 B—Invincibility
8 9 M L 2 W—Regenerate Hearts
J 9 U 6 Z 9—Extra Hearts
6 7 F K W Z—Stud Magnet
Z E X 7 M V—Fali Rescue
Z 9 B F A D—Fast Dig
F A 3 G Q A—Fast Magic

7 A D 7 H E—Red Brick Detector
8 4 Q N Q N—Gold Brick Detector
T T M C 6 D—Hogwarts Crest Detector
H A 7 9 V 8—Character Token Detector
H 2 7 K G C—Character Studs
7 4 Y K R 7—Score x2
J 3 W H N K—Score x4
X K 9 A N E—Score x6
H U F V 2 H—Score x8
H 8 X 6 9 Y—Score x10
A U C 8 E H—Carrot Wands
T 7 P V V N—Christmas
4 D M K 2 R—Disguise
F 8 8 V U W—Ice Rink
H Z B V X 7—Silhouettes
B M E U 6 X—Singing Mandrake
V E 9 V V 7—Accio
Q F B 6 N R—Anteoculatia
6 D N R 6 L—Calvorio
9 G J 4 4 2—Colovaria
C D 4 J L X—Engorgio Skullus
M Y N 3 N B—Entomorphis
N D 2 L 7 W—Flipendo
E R A 9 D R—Glacius
H 8 F T H L—Herbifors
Y E 8 9 Q 9—Incarcerous
2 M 2 X J 6—Locomotor Mortis
U W 8 L R H—Redactum Skullus
2 U C A 3 M—Rictusempra
U 6 E E 8 X—Slugulus Eructo
U W D J 4 Y—Stupefy
K W W Q 4 4—Tarantallegra
Y Z N R F 6—Trip Jinx
Q E 4 V C 7—Gold Brick
F Y 8 H 9 7—Gold Brick
3 M Q T 4 P—Gold Brick
P Q P M 7 Z—Gold Brick
Z Y 2 C P A—Gold Brick
3 G M T P 6—Gold Brick
X Y 6 V Y Z—Gold Brick
T U N C 4 W—Gold Brick
E J 4 2 Q 6—Gold Brick
G F J C V 9—Gold Brick
D Z C Y 6 G—Gold Brick

LOST PLANET 2

Unlockable T-shirts

At the Character Customization screen, select "LP2 Slot Machine," then choose the "Enter Password" option and enter each of the following codes to unlock both male and female versions of the corresponding T-shirt.

7 3 1 5 4 9 8 6—T-shirt 1
9 4 3 7 2 1 4 3—T-shirt 2
6 9 0 8 8 8 7 3—T-shirt 3
9 6 7 2 5 7 2 9—T-shirt 5
6 3 1 5 2 2 5 6—T-shirt 8
3 4 2 9 7 7 5 8—T-shirt 9
8 8 0 2 0 2 2 3—T-shirt 10
2 5 0 6 0 0 1 6—T-shirt 11
6 5 1 6 2 9 8 0—T-shirt 12
5 6 4 2 8 3 3 8—T-shirt 13
1 8 2 1 3 0 9 2—T-shirt 14
2 6 7 9 7 3 5 8—T-shirt 15
7 1 5 5 6 4 6 3—T-shirt 16
3 1 3 5 4 8 1 6—T-shirt 17
1 2 8 8 7 4 3 9—T-shirt 18

MEDAL OF HONOR: AIRBORNE

Cheat Codes

At any time during gameplay, hold **LB + RB** and press **X, B, Y, A, A** to bring up the Cheat menu. Now you can enter either of the following codes at the Cheat menu:

Refill health— **Y, X, X, Y, A, B**
Infinite ammo—Hold **LB + RB** and press **B, B, Y, X, A, Y**

MX VS. ATV REFLEX

Cheat Codes

Press **X** at the main menu, then select "Enter Cheat Code" and enter any of the following codes:

r e a d y t o r a c e—Unlock all KTM MX bikes and ATVs
a l l a i—Unlock all A.I. opponents for play in Arcade mode
w h e r e t o—Unlock all event locations in Arcade mode
c o u c h e s—Unlock all ATV vehicles for purchase in the Garage
b r a p b r a p—Unlock all MX vehicles for purchase in the Garage
w i n d o w s—Unlock all available goggles
s k u l l c a p—Unlock all available helmets
k i c k s—Unlock all available boots
g e a r e d u p—Unlock all available rider gear

OPERATION FLASHPOINT: DRAGON RISING

Unlock Missions

Choos "Bonus Codes" from the Extras menu, then select "Enter Code" and enter any of the following codes:

AmbushU454—Unlock the "Ambush—FTE" mission
BLEEDING BADLY—Unlock the "FTE" mission
CloseQ8M3—Unlock the "Close Quarters—FTE" mission
OFPWEB1—Unlock the "Encampment—FTE" mission
OFPWEB2—Unlock the "Debris Field—FTE" mission
RaidT18Z—Unlock the "Night Raid—FTE" mission
StrongM577—Unlock the "Coastal Stronghold—FTE" mission

RED DEAD REDEMPTION

Cheat Codes

Choose "Options" from the pause menu, then select "Cheats" and enter each of the following codes to load the corresponding cheat into the game's Cheats menu. If you activate a code, it will disable the ability to save your game and earn achievements or trophies. (Note that the codes are not case-sensitive).

HUMILITY BEFORE THE LORD—Who? (resets fame meter)
THEY SELL SOULS CHEAP HERE—Decrease Bounty
I WISH I WORKED FOR UNCLE SAM—Diplomatic Immunity
THE OLD WAYS IS THE BEST WAYS—Old School (sepia filter)
. AM ONE OF THEM FAMOUS FELLAS—Famous
THE ROOT OF ALL EVIL, WE THANK YOU!—Money
IT'S MY CONSTITUTIONAL RIGHT—Gun Set 1
I'M AN AMERICAN. I NEED GUNS—Gun Set 2
IT AINT PRIDE. IT'S HONOR—Good Guy
ABUNDANCE IS EVERYWHERE—Infinite Ammo
I DON'T UNDERSTAND IMNFINITY—Infinite Dead Eye
MAKE HAY WHILE THE SUN SHINES—Infinite Horse Stamina
HE GIVES STRENGTH TO THE WEAK—Invincibility
I LOVE A MAN IN UNIFORM—Man in Uniform
OH MY SON, MY BLESSED SON—Jack Attack
DON'T YOU LOOK FINE AND DANDY—Sharp Dressed Man
NOW WHO PUT THAT THERE?—Coach
BEASTS AND MAN TOGETHER—Horse
YOU GOT YOURSELF A FINE PAIR OF EYES—Lewis and Clark
YOU THINK YOU TOUGH, MISTER?—Gang Chic

SECTION 8

Unlockable Items

Choose "Dropship" from the main menu, then select "Unlock Code" and enter these codes:

6 8 4 3 2 1 8 1—Assault Rifle
1 3 3 7 4 8 7 7—Auto Pistol
1 7 0 1 3 2 1 4—Captain Armor

SKATE 3

Cheat Codes

Choose "Options" from the pause menu, then select "Extras" and use the "Enter Cheat Code" option to enter the following codes:

m i n i s k a t e r s—Enable Mini Skater Mode
m c f l y—Enable Hoverboard Mode
z o m b i e—Enable Zombie Mode
s t r e e t s w e e p e r—All Object Locations Reset
d e a d s p a c e t o o—Isaac Clarke Unlocked

SPIDER-MAN: FRIEND OR FOE

Cheat Codes

Enter the following codes while standing in the Helicarrier (not while paused). You'll hear a confirmation sound each time you enter a code correctly.

Earn 5,000 Tech Tokens—**Up, Up, Down, Down, Left, Right**
Unlock Venom—**Left, Left, Right, Up, Down, Down**
Unlock New Goblin—**Left, Down, Right, Right, Down, Left**
Unlock Sandman—**Right, Right, Right, Up, Down, Left**

SPLIT/SECOND

Unlock Cars

Select "Options" from the main menu, then enter any of the following codes at the options menu, using the D-pad for the directional inputs:

Unlock Hanzo FX350 CX—**X, Up, X, Up, X, Up**
Unlock Ryback Coyote AMX—**Left, X, Left, X, Left, X, Left, X, Left, X, Right**
Unlock Ryback Mohawk XDX—**X, Down, X, Down, X, Down**

TIMESHIFT

Cheat Code

Select "Multiplayer" from the main menu, then choose "Model" and press **Left** on the D-pad to select Krone, who will be locked. Now press **Y** and enter the password "RXYMCPENCJ" to unlock Krone's multiplayer model.

VELVET ASSASSIN

Cheat Codes

Note: You will need a USB keyboard to enter these cheat codes. Enter the codes on the keyboard at any time during gameplay:

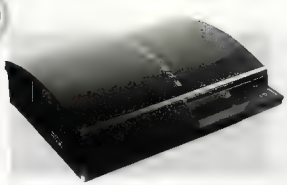
Finish current stage—While holding **Left Shift + L**, press **End**
God mode—While holding **Left Shift + Right Shift + P**, press **G**

WANTED: WEAPONS OF FATE

Cheat Codes

Select "Secret Codes" from the main menu and enter any of the following binary codes to unlock new cheats.

0 1 0 0 1 1 0 0—Health improvement
0 1 1 0 1 1 0 1—Unlimited adrenaline
0 1 1 0 1 1 1 1—Unlimited ammo
0 1 1 1 0 0 1 0—One shot/one kill
0 1 1 0 0 0 0 1—Play with Special Suit
0 1 0 0 1 1 1 1—Super weapons
0 1 1 1 0 1 0 0—Cinematic mode
0 1 1 0 0 1 0 1—Close Combat mode
0 1 1 0 0 1 1 1—Headshot mode
0 1 0 1 0 1 1 1—Play as Airplane Bodyguard
0 1 0 1 0 1 0 0—Play as Cross
0 1 0 0 0 1 0 0—Play as Janice
0 1 0 0 0 0 1 1—Play as Wesley



PlayStation 3 tips

BAKUGAN: BATTLE BRAWLERS
Cheat Codes
Enter each of the following codes at the name entry prompt to start with extra BP:
33204429—1,000 BP
42348294—5,000 BP
46836478—10,000 BP
18499753—100,000 BP
26037947—500,000 BP

BLAZING ANGELS: SQUADRONS OF WWII
Main Menu Cheat
At the main menu, hold **L2** + **R2** and press □, **L1**, **R1**, △, △, **R1**, **L1**, □ to unlock all Campaign missions, all Standalone Mode stages and planes, all Medals and all planes in the Hangar.
Pause Menu Cheats
At any time during gameplay, pause the game and enter any of the following codes:
God mode—Hold **L2** and press □, △, △, □, release **L2**, then hold **R2** and press △, □, □, △
Increase damage—Hold **L2** and press **L1**, **L1**, **R1**, release **L2**, then hold **R2** and press **R1**, **R1**, **L1**

BOLT
Cheat Codes
Choose "Extras" from the main menu, then select "Cheats" and enter these codes:

Unlock all game levels—**Right**, **Up**, **Left**, **Right**, **Up**, **Right**
Unlock all minigames—**Right**, **Up**, **Right**, **Right**
Unlimited invulnerability—**Down**, **Down**, **Up**, **Left**
Unlimited Laser Eyes—**Left**, **Left**, **Up**, **Right**
Unlimited Stealth Camo—**Left**, **Down**, **Down**, **Down**
Unlimited Enhanced Vision—**Left**, **Right**, **Up**, **Down**
Unlimited gas mines—**Right**, **Left**, **Left**, **Up**, **Down**, **Right**
Unlimited Superbark—**Right**, **Left**, **Left**, **Up**, **Down**, **Up**
Unlimited Ground Pound—**Right**, **Up**, **Right**, **Up**, **Left**, **Down**

THE BOURNE CONSPIRACY
Passwords
Select "Cheats" at the main menu, then enter the following passwords to unlock improved weapons:
alwaysanobjective—Automatic Shotguns Replace Semi-Autos
Whattheymakeyougive—Light Machine Guns have Silencers

BROTHERS IN ARMS: HELL'S HIGHWAY
Cheat Codes
Choose "Options" from the main menu, then select "Enter Code" and enter the following codes:
0ZNDRBICRA—All Recon Points
HI9WTPXSUK—Bonus multiplayer character
SH2VYIVNZF—Kilroy Alert

DARKSIDERS
Cheat Code
Choose "Options" from the pause screen, then select "Enter Code" to enter the following cheat code:
The Hollow Lord—Unlock "The Harvester" secondary weapon (the next time you visit Vulgrim's shop it will be available to purchase at no cost)

FIGHT NIGHT ROUND 3
Cheat Code
Choose "Create Champ" from the main menu. Under the "First Name" tab in the "Create Champ Info" section, enter NEWVIEW as your character's first name to unlock all venues in Play Now mode.

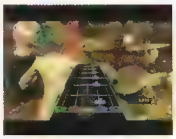
FUEL
Bonus Codes
Choose "Options" from the main menu, then select "Bonus Codes" and use the "Enter Bonus Code" option to enter these codes:
48992519—Unlock Camo Army Helmet
20061977—Unlock Road Addict Jacket
91031985—Unlock Speed Angel Shorts
17121973—Unlock Lightning Bolt for the Mudhog
18021974—Unlock Butterfly for the Sludgeray
18041851—Unlock the Warrior vehicle

FULL AUTO 2: BATTLELINES
Cheat Codes
Choose "Settings" from the main menu, then select "Extras" and access the "Cheat Codes" option to enter the following passwords:
10E6CUSTOMER—Unlock Sceptre vehicle and Mini-Rockets in Arcade mode
5FINGERDISCOUNT—Unlocks the Vulcan and Flamethrower

THE GODFATHER: THE GAME
Cheat Codes
At any time during gameplay, press **START** to pause the game and enter any of the following codes at the pause menu:
Refill health—**Left**, □, **Right**, △, **Right**, **L3**
Refill ammunition—△, **Left**, △, **Right**, □, **R3**
Earn $5,000—□, △, □, □, △, **L3**

THE GODFATHER II
Cheat Codes
Enter these codes while in the "Don's View" mode (press **START** within the game to access this view after you take over the family). You can use each code once every five minutes.
Instant $5,000—□, △, □, □, △, **L3**
Max. ammunition—△, **Left**, △, **Right**, □, **R3**
Full health—**Left**, □, **Right**, △, **Right**, **L3**

GUITAR HERO 5
Cheat Codes
Choose "Options" from the main menu, then select "Input Cheats" and enter any of the following codes using the colored buttons on the guitar controller:



All characters unlocked—Blue, Blue, Green, Green, Red, Green, Red, Yellow
Air Instruments unlocked—Red, Red, Blue, Yellow, Green, Green, Green, Yellow
All HOPOs unlocked—Green, Green, Blue, Green, Green, Green, Yellow, Green
Always Slide unlocked—Green, Green, Red, Red, Yellow, Blue, Yellow, Blue
Auto Kick unlocked—Yellow, Green, Red, Blue, Blue, Blue, Blue, Red
Contest Winner1 unlocked—Green, Green, Red, Red, Yellow, Red, Yellow, Blue
Focus Mode unlocked—Yellow, Green, Red, Green, Yellow, Blue, Green, Green
HUD Free Mode unlocked—Green, Red, Green, Green, Yellow, Green, Green, Green
Invisible Rockers unlocked—Green, Red, Yellow, Yellow, Yellow, Blue, Blue, Green
Performance Mode unlocked—Yellow, Yellow, Blue, Red, Blue, Green, Red, Red

GUITAR HERO: SMASH HITS
Cheat Codes
Choose "Options" from the main menu, then select "Cheats" and enter the following codes using the colored buttons on the guitar controller:
Air Instruments—Yellow, Red, Blue, Green, Yellow, Red, Red, Red
Always Drum Fill—Green, Green, Red, Red, Blue, Blue, Yellow, Yellow
Always Slide—Blue, Yellow, Red, Green, Blue, Green, Green, Yellow
Autokick—Blue, Green, Red, Yellow, Red, Yellow, Red, Yellow
Flame Color—Yellow, Blue, Red, Green, Yellow, Red, Green, Blue
Gem Color—Red, Red, Red, Blue, Blue, Blue, Yellow, Green
Hyperspeed—Red, Green, Blue, Yellow, Green, Yellow, Red, Red
Invisible Rocker—Blue, Red, Red, Red, Red, Yellow, Blue, Green
Line 6 Music Unlock—Green, Red, Yellow, Blue, Red, Yellow, Blue, Green
Performance Mode—Blue, Red, Yellow, Yellow, Red, Red, Yellow, Yellow
Star Color—Green, Red, Green, Yellow, Green, Blue, Yellow, Red
Vocal Fireball—Green, Blue, Red, Red, Yellow, Yellow, Blue, Blue

THE LEGEND OF SPYRO: DAWN OF THE DRAGON
Cheat Codes
Enter these codes while paused, using the left analog stick to input the directional commands:
Unlimited health—While holding **L1**, press **Right**, **Right**, **Down**, **Down**, **Left**
Unlimited Mana—While holding **R1**, press **Up**, **Right**, **Up**, **Left**, **Down**
Maximum XP—While holding **R1**, press **Left**, **Right**, **Right**, **Up**, **Up**
Full Elemental Upgrades—While holding **L1**, press **Left**, **Up**, **Down**, **Up**, **Right**

LEGENDS OF WRESTLEMANIA
Unlock Alternate Outfits
Choose "Options" from the main menu, then select "Cheat Codes" and enter the following codes to unlock new outfits for various wrestlers:

TheRoadWarriorAnimal—Unlock Animal's second costume
BrutusTheBarberShop!—Unlock Brutus Beefcake's second costume

IronSheikCamelClutch—Unlock Iron Sheik's second costume
WithManagerJimmyHart—Unlock Jimmy Hart's second costume
TheBirdmanKokoBWare!—Unlock Koko B. Ware's second costume
CobraClutchSlaughter—Unlock Sgt. Slaughter's second costume
ShawnsSweetChinMusic—Unlock Shawn Michaels' second costume
UnlockTheRockBottom!—Unlock The Rock's second costume
UndertakersTombstone—Unlock Undertaker's second costume

LEGO HARRY POTTER: YEARS 1-4

Cheat Codes

Enter the following codes by visiting the top floor of Wisacres Wizarding Supplies in Diagon Alley:
Q Q W C 6 B—Invincibility
8 9 M L 2 W—Regenerate Hearts
J 9 U 6 Z 9—Extra Hearts
6 7 F K W Z—Stud Magnet
Z E X 7 M V—Fall Rescue
Z 9 B F A D—Fast Dig
F A 3 G Q A—Fast Magic
7 A D 7 H E—Red Brick Detector
8 4 Q N Q N—Gold Brick Detector
T T M C 6 D—Hogwarts Crest Detector
H A 7 9 V 8—Character Token Detector
H 2 7 K G C—Character Studs
7 4 Y K R 7—Score x2
J 3 W H N K—Score x4
X K 9 A N E—Score x6
H U F V 2 H—Score x8
H 8 X 6 9 Y—Score x10
A U C 8 E H—Carrot Wands
T 7 P V V N—Christmas
4 D M K 2 R—Disguise
F 8 8 V U W—Ice Rink
H Z B V X 7—Silhouettes
B M E U 6 X—Singing Mandrake
V E 9 V V 7—Accio
Q F B 6 N R—Anteoculatia
6 D N R 6 L—Calvorio
9 G J 4 4 2—Colovaria
C D 4 J L X—Engorgio Skullus
M Y N 3 N B—Entomorphis
N D 2 L 7 W—Flipendo
E R A 9 D R—Glacius
H 8 F T H L—Herbifors
Y E B 9 Q 9—Incarcerous
2 M 2 X J 6—Locomotor Mortis
U W 8 L R H—Redactum Skullus
2 U C A 3 M—Rictusempra
U 6 E E 8 X—Slugulus Eructo
U W D J 4 Y—Stupefy
K W W Q 4 4—Tarantallegra
Y Z N R F 6—Trip Jinx
Q E 4 V C 7—Gold Brick
F Y 8 H 9 7—Gold Brick
3 M Q T 4 P—Gold Brick
P Q P M 7 Z—Gold Brick
Z Y 2 C P A—Gold Brick
3 G M T P 6—Gold Brick
X Y 6 V Y Z—Gold Brick
T U N C 4 W—Gold Brick
E J 4 2 Q 6—Gold Brick
G F J C V 9—Gold Brick
D Z C Y 6 G—Gold Brick

LOST PLANET: EXTREME CONDITION

Cheat Codes

At any time during gameplay in a Campaign game, pause the game and enter any of the following codes. (Note: These codes only work at the Easy difficulty setting, and only after you have started Mission 1.)
Invulnerability—**Down, Down, Down, Up**, △, **Up**, △, **Up, Up, Up, Down**, □, **Down**, □, **Down**, □, **Left**, △, **Right**, □, **Left**, △, **Right**, □, **R1 + L1**
Unlimited ammunition—**R2, R1**, △, □, **Right, Down, Left, L1, L2, R2, R1**, △, □, **Right, Down, Left, L1, L2, R2, L2, L1, R1**, △, **Left, Down**, □, **R1 + L1**
Gain 500 T-Eng—**Up, Up, Down, Down, Left, Right, Left, Right**, □, △, **R1 + L1**

MEDAL OF HONOR: AIRBORNE

Cheat Codes

Enter the following cheat codes at any time during gameplay. Note: Using these codes will disable your ability to save the game.
Restore health to full—Hold **L1 + R1** and press □, ○, △, ✕, ✕, then hold **L1 + R1** and press △, □, □, △, ✕, ○
Unlimited ammo—Hold **L1 + R1** and press □, ○, △, ✕, ✕, then hold **L1 + R1** and press ○, ○, △, □, ✕, △

MERCENARIES 2: WORLD IN FLAMES

Cheat Codes

At any time during the game, open the PDA by pressing **SELECT**, then press **L2, R2, R2, L2, R2, L2, L2, R2, R2, R2, L2, SELECT**. With this code in place, open the PDA again and enter each of the following codes followed by **SELECT** to activate them. Note: You must have the most recent update to the game for the cheats menu to work. Activating cheat codes disables many game functions such as leaderboards and the transfer of money from online games to offline games.
Invulnerability—**Up, Down, Left, Down, Right, Right**
Unlimited ammunition—**Up, Down, Left, Right, Left, Left**
Max. fuel—**Up, Up, Up, Down, Down, Down**
All supplies—**Left, Right, Right, Left, Up, Up, Left, Up**
All vehicles—**Up, Down, Left, Right, Right, Left**
All Airstrikes (except M.O.A.B.)—**Right, Left, Down, Up, Right, Left, Down, Up**
M.O.A.B. (Nuke)—**Up, Up, Down, Down, Left, Right, Left, Right**
All outfits unlocked—**Up, Right, Down, Left, Up**
Grappling Hook unlocked—**Up, Left, Down, Right, Up**

RED DEAD REDEMPTION

Cheat Codes

Choose "Options" from the pause menu, then select "Cheats" and enter each of the following codes to load the corresponding cheat into the game's Cheats menu. If you activate a code, it will disable the ability to save your game and earn achievements or trophies. (Note that the codes are not case-sensitive).
HUMILITY BEFORE THE LORD—Who? (resets fame meter)
THEY SELL SOULS CHEAP HERE—Decrease Bounty
I WISH I WORKED FOR UNCLE SAM—Diplomatic immunity
THE OLD WAYS IS THE BEST WAYS—Old School (sepia filter)
I AM ONE OF THEM FAMOUS FELLAS—Famous
THE ROOT OF ALL EVIL, WE THANK YOU!—Money
IT'S MY CONSTITUTIONAL RIGHT—Gun Set 1
I'M AN AMERICAN, I NEED GUNS—Gun Set 2
IT AINT PRIDE, IT'S HONOR—Good Guy
ABUNDANCE IS EVERYWHERE—Infinite Ammo
I DON'T UNDERSTAND INFINITY—Infinite Dead Eye
MAKE HAY WHILE THE SUN SHINES—Infinite Horse Stamina
HE GIVES STRENGTH TO THE WEAK—Invincibility
I LOVE A MAN IN UNIFORM—Man in Uniform
OH MY SON, MY BLESSED SON—Jack Attack
DON'T YOU LOOK FINE AND DANDY—Sharp Dressed Man
NOW WHO PUT THAT THERE?—Coach
BEASTS AND MAN TOGETHER—Horse
YOU GOT YOURSELF A FINE PAIR OF EYES—Lewis and Clark
YOU THINK YOU TOUGH, MISTER?—Gang Chic

RED FACTION: GUERRILLA

Cheat Codes

Choose "Extras" from the Options menu, then select "Enter Code" and enter the following codes:
MAPMAYHEM—Unlock Fortress, Scrapheap, Gulch and Transmission maps in multiplayer mode
HARDHITTER—Unlock the Gold Breaker

THE SIMPSONS GAME

Cheat Codes

Enter the following codes at the main menu:
Unlock all of Bart's costumes and trophies—**Right, Left**, □, □, △, **R3**
Unlock all of Lisa's costumes and trophies—□, △, □, □, □, **L3**
Unlock all of Marge's costumes and trophies—△, □, △, △, □, **R3**

SOLDIER OF FORTUNE: PAYBACK

Cheat Code

Choose "Single Player" at the main menu, then select "Start New Game" and enter the following code at the difficulty selection screen:
ACR-2 Unlocked—**Up, Up, Down, Left, Right, Right, Down**

SPLIT/SECOND

Unlock Cars

Select "Options" from the main menu, then enter any of the following codes at the options menu, using the D-pad for the directional inputs:
Unlock Hanzo FX350 CX—✕, **Up**, ✕, **Up**, ✕, **Up**
Unlock Ryback Coyote AMX—**Left**, ✕, **Left**, ✕, **Left**, ✕, **Left**, ✕, **Left**, ✕, **Left**, ✕, **Right**
Unlock Ryback Mohawk XDX—✕, **Down**, ✕, **Down**, ✕, **Down**

UNCHARTED: DRAKE'S FORTUNE

Costume Code

Choose "Bonuses" from the pause menu, then select "Rewards" and enter the following code at the Rewards menu:
Baseball shirt Drake—**Left, Right, Down, Up**, △, **R1, L1**, □

WANTED: WEAPONS OF FATE

Cheat Codes

Select "Secret Codes" from the main menu and enter the following codes to unlock new cheats:
0 1 0 0 1 1 0 0—Health improvement
0 1 1 0 1 1 0 1—Unlimited adrenaline
0 1 1 0 1 1 1 1—Unlimited ammo
0 1 1 1 0 0 1 0—One shot/one kill
0 1 1 0 0 0 0 1—Play with Special Suit
0 1 0 0 1 1 1 1—Super weapons
0 1 1 1 0 1 0 0—Cinematic mode
0 1 1 0 0 1 0 1—Close Combat mode
0 1 1 0 0 1 1 1—Headshot mode
0 1 0 1 0 1 1 1—Play as Airplane Bodyguard
0 1 0 1 0 1 0 0—Play as Cross
0 1 0 0 0 1 0 0—Play as Janice
0 1 0 0 0 0 1 1—Play as Wesley

Nintendo DS tips

ANIMAL CROSSING: WILD WORLD

Get a Golden Shovel

Buy a second shovel from Tom Nook and bury one of them in the ground. Remember where you buried it, and dig it up 24 hours later to find a Golden Shovel. The Golden Shovel can be used to plant money trees, although they will not always bear fruit.

Get a Golden Net

Catch all the bugs that appear in the game to get the Golden Net from Tortimer. It is not necessary to donate them to the museum, as long as you have caught them all. Note that bugs given to you by another player do not count toward getting the Golden Net. The Golden Net is wider than the regular net, making it easier to catch bugs.

Get a Golden Rod

Catch all the fish that appear in the game to get the Golden Rod from Tortimer. It is not necessary to donate them to the museum, as long as you have caught them all. Note that fish given to you by another player do not count toward getting the Golden Rod. The Golden Rod makes it slightly easier to catch fish.

Get a Golden Can

Once Pelly or Phyllis deems your town perfect, keep it perfect for 16 days. The next time you speak to Pelly or Phyllis, you'll get the Golden Can. Use it on withering flowers to turn them into gold.

Get a Golden Slingshot

Shoot 15 floating presents out of the sky with the Slingshot. The 16th present you see float by will be the Golden Slingshot, so don't miss it! The Golden Slingshot fires three bullets at a time, making it easier to shoot down presents.

Get a Golden Axe

Buy a red turnip from Joan and bury it in the ground. This starts a long trading quest which can get you some rare items, such as Tom Nook's Pic, K.K.'s pic, Pascal's Pic and the Golden Axe. Water the red turnip daily and dig it up later. (For this purpose, you can dig it up after one day if you don't feel like spending the time.) The next time Wendell is in town, give him your red turnip. He'll either give you the country guitar or the turban. If you get the country guitar, give it to K.K. Slider the next Saturday and he'll give you his picture. But if Wendel gives you the turban, give it to Saharah to get either a massage chair or a red vase. Give the red vase to Crazy Redd when he's in town to get the safe, which you should give to Tom Nook in exchange for his picture. If you got the massage chair, give it to Tortimer on your town's next holiday to get a scallop. Give the scallop to Pascal when you next see him to get either the Golden Axe or Pascal's pic. You can start the quest over (by purchasing another red turnip) if you want to keep all of the items mentioned above.

ANIMANIACS: LIGHTS, CAMERA, ACTION!

Cheat Codes

At any time during the game, press **START** to pause, then enter the following codes at the pause screen:
Freeze the stage timer—**L, R, Left, Left, Up, Up**
Extra large pickups—**Right, Right, Right, Left, Left, Left, R, L**
Skip current level—**L, L, R, R, Down, Down, Down**

BEN 10: PROTECTOR OF EARTH

Cheat Codes

Enter the following codes at the stage select screen to play as alternate characters:
Gwen 10—**Left, Right, Left, Right, L, R, SELECT**
Galaxy Enforcer—**A, B, X, Y, L, R, SELECT**
Ultra Ben—**Up, Right, Down, Left, A, B, SELECT**
Upchuck Form—**A, Left, Y, Right, X, Up, B, Down, SELECT**

BRAIN VOYAGE

Cheat Codes

Enter the following codes at the world map in World Tour mode:
Always earn Gold medal when completing a puzzle—**A, B, Up, L, L, Y**
Unlimited coins—**L, Up, X, Up, R, Y**

DESPICABLE ME: MINION MAYHEM

Cheat Codes

At the Mode Select screen, press **SELECT** to bring up a code entry window and enter the following codes:
Unlock Despicable Gru level—**B, A, Down, Down, Y**
Unlock Girls' Room bonus level—**B, L, A, B, B, Y**
World level unlock—**B, Up, Down, Down, Y**
Unlock Minion Mania—**L, A, B, B, Y, Up**
Unlock Minion Mania EX—**L, A, B, B, Y, Down**

DIGIMON WORLD DS

Secret Passwords

Enter these passwords inside the room in Digi-Central with the Access Counter and Help Desk. There's a staircase leading up to a purple portal where you can enter the passwords.
2 0 0 0 0 6 3 0—Get Scan Data for DotAgumon
1 0 4 0 7 0 0 2—Get Scan Data for DotFalcomon
4 2 0 1 6 0 0 2—Get Ultimate Sword, Ultimate Brr and Ultimate Ring

DRAWN TO LIFE SPONGEBOB SQUAREPANTS EDITION

Cheat Code

Select "Cheat Entry" and enter the following code:
Bonus coins—**Down, Down, B, B, Down, Left, Up, Right, A**

FINAL FANTASY FABLES: CHOCOBO TALES

Unlockable Chocobo Cards

- Becky—Conquer battle mode level five inside *Unicorn and the Town Musicians: Vol. 2 Symphonic Survivor.*
- Belle—Conquer battle mode level two inside *The Ugly Chocoling: Vol. 2 Flaming Frenzy.*
- Bluebay—After defeating Bebuzzu on top of Mt. Magma, head east from the Central Square towards the forest to find it on the path.
- Brow—Conquer battle mode level five inside *The Three Little Piggies: Vol. 2 Hide and Shriek.*
- Bruce—Conquer battle mode level four inside *The Boy Who Cried Leviathan: Vol. 1 Underwater Escapades.*
- Chubby—Near the start of the game, after all the other Chocobos get sucked into a book, it will float down to the ground near you.
- Dolly—Conquer battle mode level four inside *The Ugly Chocoling: Vol. 1 Find That Fiery Chocobo.*
- Gazzy—Finish trial mode in under five minutes inside *The Adamantoise and the Cactuar: Vol. 1 Race to the Top.* The balloon holding Gazzy will pop.
- Gelp—At the top of Mt. Magma, on the west side of the lava pit.
- Grinn—Conquer battle mode level five inside *Mini Red Riding Hood: Vol. 1 Lightning-Fast Labyrinth.*
- Indy—Conquer battle mode level three inside *Shiva and Ifrit: Vol. 2 Leaping for Luchiles.*
- Jarro—Conquer battle mode level four inside *Titan and the Beanstalk: Vol. 2 Scurry Down the Stalk*
- Joe—Conquer battle mode level two inside *The Three Little Piggies: Vol. 1 Puzzled Little Piggies.*
- Moggy—Conquer battle mode level three inside *Unicorn and the Town Musicians Vol. 1 Mimic That Melody.*
- Peachie—Conquer battle mode level three inside *Shiva and Ifrit: Vol. 1 Lunging for Lasans.*
- Rose—When Unicorn opens the path into the ocean for you, it will be lying on the ocean floor. After you rescue Rose, she will stand on the western cliff edge and give hints about where to find the other missing Chocobos.
- Sweenie—Conquer battle mode level three inside *The Adamantoise and the Cactuar: Vol. 2 Rescue on the Rapids.*
- Wakaba—Conquer battle mode level five inside *Mini Red Riding Hood: Vol. 2 Shocking Shuffle.*
- Yelro—Conquer battle mode level four inside *Titan and the Beanstalk: Leapin' on Leaves.*
- Zavi—Conquer battle mode level five in *The Boy Who Cried Leviathan: Vol. 2 Bubbling Barrage.*

Unlockable Microgames

- Blazing Rocks—On third level of Mt. Magma, check out Cid's game on the the eastern ledge.
- Blizzardy Blocks—Conquer battle mode level five inside *Shiva and Ifrit: Vol. 2* and *The Three Little Piggies: Vol. 1 Puzzled Little Piggies.* A rainbow bridge and staircase will extend from the underwater shrine to the western island.
- Blowgun Blitz—Rescue Gelp first. Check the pool table to play.
- Boggling Bridges—Found in the ocean, on the eastern island after you unlock Cheese Chase. Speak to Chip.
- Bomber Wall—Found on second level of Mt. Magma. Check the wall.
- Bubble Bounce—Found on the west end of the Seaside. Speak to the Cactuar.
- Cheese Chase—Unlocks after you rescue Belle. Speak to Chip, the hamster by the table.
- Cliffhanger—Found on eastern, upper level of Mt. Magma. Check the Adamantoise shell.
- Credits Minigame—After you beat the game, you can play a game tapping on the credits. Tap the letter "O" whenever you see it on the screen and it will turn green. Tap all the "O"s on one credit screen without hitting any of the other letters to get a small animation and sound effect.
- Deadly Demon Wall—Conquer battle mode level two inside *The Three Little Piggies: Vol. 2 Hide and Shriek*. Cid's game is found on the first floor of the Technoiith.
- Jelly Jiggler—In Bahamut Park after you rescue Jarro. Speak to the Jellys on the carousel.
- Job Juggler—Inside the house with Gelp in it. Check Cid's game to play.

• Leaptoad—On the west side of the underwater maze. Speak to the toad on the lily pad.
• Magic Pot Luck—When the cobweb is cleared from the creepy house in the woods (after you unlock the "Hellfire" epilogue inside *Shiva and Ifrit: Vol. 1 Lunging for Lasans*), go upstairs and look at the Magic Pot.
• Malboro Masher—Check out the group of Malboros hanging out in the forest.
• Mystifying Magnets—Speak to Indy after you rescue him.
• Red Eye Rampage—Speak to the Ahriman at the top of the Technolith.
• Rodeo Roundup—Speak to Wakaba at the Chocobo Farm meadow after you defeat Bebuzzu.
• Silly Scribbles—Inside the schoolhouse after you free Dolly.
• Tap Tap Trap—When you unlock the "Golden Goose" epilogue in *Titan and the Beanstalk: Vol. 2 Scurry Down the Stalk*, trade the golden egg with Moggy to get a gold needle. Check the Goblin that is petrified in the entrance of the forest.
• Tome Raider—Speak to Sweenie in front of the Chocobo stables after you defeat Bebuzzu.
• Up, Up, and A-Kweh!—Speak to Zavi in Bahamut Park after you rescue him.
• Wacky Wall Climb—Speak to Chip outside the Technolith.

KIM POSSIBLE: KIMMUNICATOR

Cheat Codes
At any time during gameplay (not while paused), hold **L** + **R** and enter any of the following codes. You'll hear a chime to confirm as soon as you release the **L** and **R** buttons.
Refill health—**A, A, A, Y**
Invincible to enemy attacks—**Y, Y, Y, X, A, B**
One extra life—**A, A, A, Y, X, Y**
99 lives—**A, A, A, Y, X, Y, B, A**
9,999 electronic parts—**Y, Y, X, B, A, Y**
Max. gadgets/medkits—**Y, Y, X, B, A, Y, Y, A**
Unlock all missions—**X, Y, X, A, X, B**
Unlock all outfits—**B, A, X, Y, A, B**

LEGO INDIANA JONES THE ORIGINAL ADVENTURES

Cheat Codes
Enter any of the following codes at the title screen. You'll hear a confirmation sound each time you enter a code correctly.

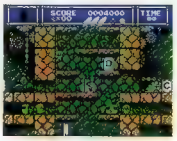
Unlock all characters—**X, Up, B, Down, Y, Left, START, Right, R, R, L, R, R, Down, Down, Up, Y, Y, Y, START, SELECT**
Unlock all mini-kits—**Down, L, R, R, X, X, B, Y, B, Y, B, Y, L, R, L, R, Up, Down, Left, Left, Left, L, R, Right, START, SELECT**
Unlock all extras—**Up, Down, L, R, L, R, L, Left, Right, X, X, Y, Y, B, B, L, Up, Down, L, R, L, R, Up, Up, Down, START, SELECT**
Unlock all episodes—**Right, Up, R, L, X, Y, Right, Left, B, L, R, L, Down, Down, Up, Y, Y, X, X, B, B, Up, Up, L, R, START, SELECT**
Start the game with 1,000,000 LEGO Studs—**X, Y, B, B, Y, X, L, L, R, R, Up, Down, Left, Right, START, SELECT**
Start the game with 3,000,000 LEGO Studs—**Up, Up, B, Down, Down, X, Left, Left, Y, L, R, L, R, B, Y, X, START, SELECT**
Mystery Code (see Page 94)—**L, L, R, R, Up, Up, Down, Down, Right, Right, Left, Left, X, X, Y, Y, B, B, X, X, START, SELECT**

NEW SUPER MARIO BROS.

Play as Luigi
At the "Select a File" menu in Mario Game (single player) mode, highlight your save file, then hold **L** + **R** and press **A**; you will hear Luigi say his name to confirm that you have entered the code correctly.

RETRO GAME CHALLENGE

Cheat Codes
Note: Most of the following codes will only work in story mode; the only ones that work in Freeplay mode are marked with an asterisk (*).



Cosmic Gate: Power-Up Ship
At any time during the game, press **START** to pause, then press **Up, Up, A, A, B, B**. This code only works once per game.
*Cosmic Gate: Hard Mode**
Press **Down, Down, B, B, A, A** at the *Cosmic Gate* title screen.
Cosmic Gate: Warp to Stage 64
During Stage 01, press the **A** button to fire your main weapon 64 times without hitting anything and without losing any lives. A warp gate will appear; shoot it repeatedly to warp to Stage 64.
Robot Ninja Haggle Man: Cheat Codes
At any time during the game, press **START** to pause, then enter either of the following codes at the Pause screen. Note: Each code only works once per game
Earn all power-ups—**Down, Right, Up, Left, B, B, B, B, A, A, A, A**
Earn three scrolls—**Up, Right, Down, Left, A, A, A, A, B, B, B, B**
*Robot Ninja Haggle Man: Continue**
At the "Game Over" screen, hold **Left** and press **START** to continue on the floor where you lost your last life.
Rally King: Cheat Codes
Enter any of the following codes at the *Rally King* title screen:
No damage—Hold **Up/Left** on the D-pad and press **SELECT**
Remove all opponent cars—Hold **Down/Right** on the D-pad and press **SELECT**
Start on Course 2—Press **A, B, A, B**, then hold **Up** and press **SELECT**
Start on Course 3—Press **A, B, A, B**, then hold **Left** and press **SELECT**
Start on Final Course—Press **A, B, A, B**, then hold **Down** and press **SELECT**
Star Prince: Invincibility
At the title screen, hold **Up** and press **A, A, A**, then hold **Down** and press **B, B, B**.
*Star Prince: Continue**
At the "Game Over" screen, hold **Left** and press **START** to continue at the area where you lost your last life.
Rally King SP: Cheat Codes
All of the codes listed above for *Rally King* will also work in *Rally King SP*.
Robot Ninja Haggle Man 2: Cheat Codes
At any time during the game, press **START** to pause, then enter any of the following codes at the Pause screen. Note: Each code only works once per game.
Earn all power-ups—**Up, Down, Up, Down, B, B, A, A**
Earn three scrolls—**Down, Up, Down, Up, A, A, B, B**
Robot Ninja Haggle Man 2: Infinite Time
At the "A New Enemy Appears!" screen before each evel, hold **Up/Left** on the D-pad and press **A + B**.
Robot Ninja Haggle Man 2: Stage Select
At the title screen, hold **A** and press **Up, Up, Right, Right, Right, Down, Down, Left, Left, Left.**
*Robot Ninja Haggle Man 2: Continue**
At the "Game Over" screen, hold **Left** and press **START** to continue on the floor where you lost your last life.
*Guadia Quest: Complete Game**
From the starting town of Centraan, walk up and to the right to go around the mountain range that's visible from the starting point. Keep going to the right and you'll end up on a peninsula where the Royal Tomb is located. When you enter this area and the screen changes from the overworld map to a closer view, you'll be on the left edge of the screen. Walk straight up until you reach the upper left corner of the area, (where moving up or to the left would cause you to exit the area and return to the overworld map). Use the "Look" command at this exact spot to reveal a hidden staircase that leads to a room with a treasure chest and a mysterious man. If you talk to the man, he will let you see the end credits and the game will be marked "Cleared."
Robot Ninja Haggle Man 3: Cheat Codes
At any time during the game, press **START** to pause, then enter any of the following codes at the Pause screen. Note: Each code only works once per game.
99 lives—**A, B, A, B, Left, Right, Left, Right**
9,999 gears—**B, A, B, A, Right, Left, Right, Left**
Warp to boss when you exit the current level—**B, B, A, A, Left, Left, Right, Right**

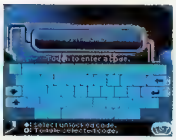
RHYTHM HEAVEN

Secret Sounds
After earning four medals, choose "Phone" from the Rhythm Toys menu and dial any of the following phone numbers to hear secret sound effects and music:

555-726-8724 555-328-2338
555-762-5688 555-732-5937

STAR WARS: THE FORCE UNLEASHED

Cheat Codes
Choose "Extras" from the main menu, then select "Unleashed Codes" and enter the following codes on the touch-screen keypad that appears:



SITHLORD—Unlimited Force Energy
CPLOOLKBF—Maxed-out Force Powers
QSSPVENXO—Increased health
MOMIROXIW—Uber lightsaber
CPLZKMZTD—Sith Stalker armor
HRMXRKVEN—Darth Vader's costume
EEDOPVENG—Kota's costume
CURSEZRUX—Ceremonial Jedi robes
HOLOCRON—Sith robe
WOOKIEE—Kento's robe

SUPER PRINCESS PEACH

Toad Mini-Game
At the "Press Start" screen, hold the **R** button and press **START**. You will enter a weird mini-game where your objective is to control Toad and push other Toads off of the screen.

TAO'S ADVENTURE: CURSE OF THE DEMON SEAL

Debug Mode
At any time during normal mode (i.e. when Tao is walking around), press **Up, Up, Down, Down, Left, Left, Right, Right, SELECT, SELECT, START, START, L, R, L, R, A, A, A, A, A, A, A, A, B.** The screen will go black and a top-secret debug menu will appear, allowing you to explore any level, see any cutscene, listen to the game's music and sound effects, make Tao invincible and more.

WARIOWARE: D.I.Y.

Secret Music
In the Game Makermatic, create a new game with the name "Mario Paint" (or make this the name of the current game project by tapping the "Settings" button). With this name in place, the music from the *Mario Paint* Super NES game will play while you're editing graphics. (This trick also works in the Comic MakerMatic.)

PSP tips

300: MARCH TO GLORY

Earn 25,000 Kleos

At any time during gameplay, pause the game and press **Down**, **Left**, **Down**, **Left**, **Up**, **Left**. A message will appear to confirm if you have entered the code correctly.

ATV OFFROAD FURY: BLAZIN' TRAILS

Cheat Password

Select "Options" from the main menu, then select "Player Profile." Scroll down to "Enter Cheat" and enter "All ACCESS" to unlock everything except the Fury bike.

BEN 10: PROTECTOR OF EARTH

Passwords

At the in-game map screen, press **START**, then choose "Extras." Now select "Enter Code" from the Extras menu and enter any of the following codes:

Cannonbolt, Cannonbolt, Fourarms, Heatblast—Dark Heroes

Wildvine, Fourarms, Heatblast, Cannonbolt—DNA Force

Wildvine, Fourarms, Heatblast, Wildvine—Unlock Alien Forms

Cannonbolt, Heatblast, Fourarms, Heatblast—Unlock all Combos

Heatblast, XLR8, XLR8, Cannonbolt—Unlock all Locations

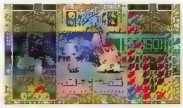
CAPCOM CLASSICS COLLECTION REMIXED

Unlock All Tips, Art and Music

At the title screen—when the words "Press START Button" are flashing—enter the following code: Press **Left** on the D-pad, **Right** on the D-pad, **Left** on the analog stick, **Right** on the analog stick, □, ○, **Up** on the D-pad, **Down** on the D-pad. You'll hear a sound and the words "All Locks Opened" will appear to confirm the code.

CAPCOM PUZZLE WORLD

Super Puzzle Fighter II. Secret Characters



Enter any of the following codes at the character-select screen:

Play as Devilot—Highlight Morrigan and press **Down**

Play as Akuma—Highlight Hsien-Ko and press **Down**

Play as Dan—Highlight Donovan and press **Down**

Play as Morrigan in bat form—Hold **L** + **R** when selecting Morrigan

Play as Hsien-Ko's paper talisman—Hold **L** + **R** when selecting Hsien-Ko

Play as Anita—Hold **L** + **R** when selecting Donovan

Super Buster Bros.: Tour Mode Stage Select

At the "Select Game" screen, highlight "Tour Mode," hold **Down** and press ×. A stage-select menu will appear.

DEATH JR.

Cheat Codes

At any time during gameplay, press **START** to pause the game, then hold the **L** button and enter any of the following codes. Note that many of these codes have effects that can be turned off by entering the same code again.

Increased health and damage resistance—**Up**, **Up**, **Down**, **Down**, ×, ○, △, □, ×, ×

Invincibility—**Up**, **Up**, **Down**, **Down**, **Left**, **Left**, **Right**, **Right**, □, △

Unlock all weapons—**Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, ×, ○

Refill ammo—△, △, ×, ×, □, ○, □, ○, **Down**, **Right**

Unlimited ammo—△, △, ×, ×, □, ○, □, ○, **Right**, **Down**

Fill Pandora Assist meter—**Up**, **Up**, **Down**, **Down**, **Up**, **Right**, **Down**, **Left**, ×, ×

No souls required to open Eyedoors—**Up**, **Left**, **Down**, **Right**, **Left**, △, □, ×, ○, □

Free Seep—**Left**, **Left**, **Right**, **Right**, **Left**, **Right**, **Left**, **Right**, ×, ×

Unlock all levels and free all characters—**Up**, **Up**, **Up**, **Up**, **Down**, **Down**, **Down**, **Down**, ×, × (Note: You must enter any stage, then re-enter the Museum to see the effects of this code)

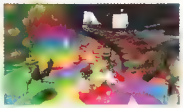
Earn Assist Extender—**Up**, **Up**, **Down**, **Down**, △, △, ×, ×, △, △

Earn a widget—**Right**, **Up**, **Down**, **Up**, △, **Up**, **Left**, □, △, **Right**

Warp to Final Battle stage—**Down**, ×, **Down**, ×, **Down**, ×, **Down**, △, **Up**, ×

DEATH JR. II: ROOT OF EVIL

Cheat Codes



At any time during gameplay, press **START** to pause the game, then hold **L** at the pause menu and enter any of the following codes:

Invincibility—**Up**, **Up**, **Down**, **Down**, **Left**, **Left**, **Right**, **Right**, □, △

Refill health meter—**Up**, **Up**, **Down**, **Down**, ×, ○, △, □, ×, ×

Unlimited ammo—△, △, ×, ×, □, ○, □, ○, **Right**, **Down**

DISSIDIA: FINAL FANTASY

Secret Passwords

Choose "Friend Card Settings" from the "Communications Mode" menu, then select "Edit Message" and enter any of the following numerical passwords as your message. When you press **START**, a confirmation will appear and your message will be reset. Each "Friend Card" password allows you to fight a Ghost Battle against the character indicated by choosing "Offline Lobby" from the "Communications Mode" menu and selecting that card. Each "Recipe" code unlocks a special item in the shop; to get it, you'll need to trade in the recipe along with some other items.

1 1 9 1 1 7 0 3 5 8— Receive "Ahriman" Friend Card (Cloud of Darkness, Level 52)

1 2 9 8 2 2 8 4 9 9— Receive "Auron" Friend Card (Jecht, Level 100)

8 2 7 6 6 9 5 3 4— Receive "Behemoth" Friend Card (The Emperor, Level 74)

5 2 3 7 0 1 7 0 5 7— Receive "Cait Sith" Friend Card (Sephiroth, Level 66)

2 9 4 3 2 9 7 1— Receive "Fusoya" Friend Card (Golbez, Level 100)

3 9 3 9 2 5 8 2 6 3— Receive "Matoya" Friend Card (Warrior of Light, Level 100)

2 0 1 5 9 4 4 1 0 2— Receive "Minwu" Friend Card (Firion, Level 100)

2 7 4 8 1 7 3 8 5 6— Receive "Ninja" Friend Card (Onion Knight, Level 100)

4 9 3 2 6 5 7 6— Receive "Omega" Friend Card (Exdeath, Level 100)

2 2 8 4 5 1 8 0 9— Receive "Red Wing Ace" Friend Card (Cecil, Level 94)

6 7 6 4 9 2 5 7 9 6— Receive "Seifer" Friend Card (Ultimecia, Level 100)

4 7 9 7 8 3 7 5 7 6— Receive "Shantotto" Friend Card (Shantotto, Level 31)

2 0 1 5 1 2 3 1— Receive "Siegfried" Friend Card (Kefka, Level 100)

3 7 8 4 2 2 7 9 4 0— Receive "Vivi" Friend Card (Kuja, Level 100)

8 1 2 4 1 7 7 4 8— Receive "Wakka" Friend Card (Tidus, Level 100)

8 6 7 2 1 4 2 9 3 7— Receive "Yuffie" Friend Card (Cloud, Level 45)

3 9 2 7 5 4 0 6 6 7— Receive "Aquarius Recipe" Accessory (Trade for "Wyrmhero Blade" in the shop)

6 7 9 8 0 6 7 2 3 9— Receive "Aries Recipe" Accessory (Trade for "Miracle Shoes" in the shop)

8 7 0 3 2 2 6 4 2— Receive "Capricorn Recipe" Accessory (Trade for "Piggy's Stick" in the shop)

1 1 3 7 2 5 0 1 0 6— Receive "Gemini Recipe" Accessory (Trade for "Dangerously Lucky" in the shop)

9 0 1 1 0 4 8 7 1— Receive "Libra Recipe" Accessory (Trade for "Chicken Knife" in the shop)

5 3 1 0 6 2 9 7 3— Receive "Pisces Recipe" Accessory (Trade for "Ultima Weapon" in the shop)

8 8 4 9 1 1 0 4 9— Receive "Sagittarius Recipe" Accessory (Trade for "Easy Come, Easy Go" in the shop)

6 5 3 5 8 9 7 9 3 2— Receive "Scorpio Recipe" Accessory (Trade for "Bone Mail" in the shop)

8 9 7 6 5 1 6 4 3— Receive "Taurus Recipe" Accessory (Trade for "Ensanguined Shield" in the shop)

5 8 2 0 5 2 4 3 6— Receive "Chocobo (FINAL FANTASY V)" Player Icon

1 3 4 1 0 3 1 0 3— Receive "Moogle (FINAL FANTASY V)" Player Icon

4 4 6 0 7 2 5 2 5 3— Receive "FINAL FANTASY Agito XIII" Player Icon

3 8 8 1 4 5 9 3 6 1— Receive "FINAL FANTASY Agito XIII" Player Icon

FRANTIX

Cheat Codes

At the main menu, press and hold **L** + **R**; a codes menu will appear. Enter any of the following codes to trigger the desired cheat:

I N V I N C 1—Invincibility

I N V I N C 0—Disable "invincibility" cheat

L V L A N Y 1—Unlock all levels

L V L A N Y 0—Disable "unlock all levels" cheat

G.I. JOE: THE RISE OF COBRA

Classic Costumes

Enter any of the following codes when you see the words "Press START Button to Play" appear at the title screen:

Unlock Duke's Classic Outfit—**Left**, **Up**, □, **Up**, **Right**, △

Unlock Scarlett's Classic Outfit—**Right**, **Up**, **Down**, **Down**, △

GRAND THEFT AUTO: CHINATOWN WARS

Cheat Codes

Enter the following codes at any time during gameplay:

Full health—L, L, R, ○, ○, ✕, ✕, R
Full body armor—L, L, R, ✕, ✕, ○, ○, R
Weapon set 1—R, Up, ✕, Down, Left, R, ✕, Right
Weapon set 2—R, Up, ○, Down, Left, R, ○, Right
Weapon set 3—R, Up, △, Down, Left, R, △, Right
Weapon set 4—R, Up, □, Down, Left, R, □, Right
Lower "Wanted" level—R, △, △, □, □, R, L, L
Raise "Wanted" level—L, L, R, □, □, △, △, R
Sunny weather—Up, Down, Left, Right, ✕, △, L, R
Light rain—Up, Down, Left, Right, □, ○, L, R
Heavy rain—Up, Down, Left, Right, ○, △, R, L
Hurricane—Up, Down, Left, Right, ✕, □, R, L
Clear weather—Up, Down, Left, Right, ○, ✕, L, R
Cloudy weather—Up, Down, Left, Right, △, □, L, R

GRETZKY NHL 06

Cheat Passwords

Choose "Features" from the main menu, then select "Gretzky Challenge" and "Unlockables." Press the **START** button at the "Unlockables" screen to bring up the password entry screen and enter any of the following case-sensitive passwords:

CONHEOSL—Unlock all unlockables
CULKY NETC—Earn one Gretzky point
HAZY AND BLUE—Mystery Code (see Page 94)
FLUFF AND STUFF—Mystery Code (see Page 94)

HOT BRAIN

Cheat Code

Select "New Game" from the main menu, then enter the word "Cheat" at the Name Your Profile screen. You'll start the game with a brain temperature of 119.99 in all five categories, and only one Achievement remaining in each Challenge.

MARVEL TRADING CARD GAME

Cheat Codes

At the Deck Editor menu, press **R** to select a new deck, then press **L** to access the Editor Options menu. Now choose "Name Deck" and enter either of the following codes; it doesn't matter if you enter them in caps or not. You'll hear a loud sound effect to confirm each code.

B L V R T R S K—Complete card library (20 of each)
W H O W A N T S P I E—Unlock all puzzles

METAL GEAR ACID 2

Card Passwords

Choose "Password" from the main menu and enter the following passwords to unlock the corresponding cards:

s i g n t—Unlock Mr. Sigint card
m c c y—Unlock Roger McCoy card
v i p e r—Unlock Viper card
m i k a—Unlock Mika Slayton card
k a r e n—Unlock Karen Hojo card
j e h u t y—Unlock Jehuty card
x m e i g h t—Unlock XM8 card
r o n a l d s i u—Unlock Banana Skin card
d c y—Unlock Decoy Octopus card
s o n o f s u l l y—Unlock Jack card
k o n a m i—Unlock Reaction Block card
s n a k e—Unlock Solid Snake (MGS4) card
o t a c o n—Unlock Otacon (MGS4) card
s h r r r—Unlock Sea Harrier card
g i n o r m o u s j—Unlock Emma's Parrot card
g e k k o—Unlock Gekko card
n e x t g e n—Unlock MGS4 card
s h i n t a—Unlock Gijin-San card
n o j i r i—Unlock Strand card
m g r—Unlock Meguru Ishii card
a y m—Unlock Ayumi Kinoshita card
m k 2—Unlock Metal Gear mk.II (MGS4) card
s m o k i n g—Unlock No Smoking card
t h e s p a n i a r d—Unlock Possessed Arm card
t o b i d a c i d—Unlock Solid Eye card
n t m—Unlock Natsume Sano card
h n m t—Unlock Reiko Hinomoto card

MIDWAY ARCADE TREASURES: EXTENDED PLAY

Change Screen Resolution

While playing a game, press the **START** button to pause, then hold **L**, ○ or **Down** on the D-pad and press the □ button repeatedly to toggle between several different screen resolution settings, one of which should be a "pixel-perfect" reproduction of the original arcade game's screen proportions. Note that this code has no effect in the following games: *Arch Rivals*, *Cyberball 2072*, *Mortal Kombat*, *Mortal Kombat II*, *Mortal Kombat 3* and *Xenophobe*.

NEED FOR SPEED MOST WANTED 5-1-0

Cheat Codes

Start a new game and enter the following case-sensitive names as your player's name to unlock the following cheats:

!ka-ching—Start with $500,000
!bacon—Start with $100,000 and unlock all Pursuit vehicles in Tuner Takedown mode
!tuner-well—Start with $200,000 and unlock 237 performance upgrades
!king-crown—Start with $100,000, unlock all tracks in Quick Play mode and defeat all opponents except Clarence Callahan in Career mode
!giddy-up—Start with $500,000 and unlock all vehicles for purchase
!get-set—Start with $100,000, unlock all tracks in Quick Play mode and unlock all Pursuit vehicles in tuner Takedown mode
!mr. blonde—Start with $500,000, unlock all tracks in Quick Play mode, unlock all Pursuit vehicles in tuner Takedown mode, unlock all vehicles for purchase and unlock 237 performance upgrades

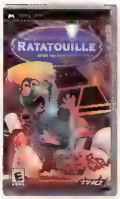
POCKET POOL

Unlock All Gallery Items

At the main menu, press **L, R, L, L, R, R, L, L, L, R, R, R, L, L, L, L, R, R, R, R**; you'll hear applause to confirm the code.

RATATOUILLE

Cheat Codes



Choose "Extras" from the Options menu, then select "Cheats" and enter the following codes. Note: Choose "Resume" from the main menu after entering the codes; if you pick "New Game" or "Load Game" instead, some codes may be deactivated. (If the "Resume" option does not appear, just start a new game, then pause and quit to the main menu.)

myhero—Remy takes no damage from enemies
itscake—Health power-ups restore full health
pieceocake—Enemies are easier to defeat
deepfryer—Enemies are harder to defeat
raceison—Unlock all races in multiplayer mode
mattelme—Unlock all stages in Rat Colony and all races in multiplayer mode
gusteauvid—Unlock all videos
anyonecancook—Unlock all recipes
saycheese—Earn 9,999 cheese
boingspawn—Mystery Code (see Page 94)
skycan—Mystery Code (see Page 94)

SMART BOMB

Cheat Code

At the title screen—while the words "PRESS START BUTTON" are flashing—press **Down, Right, Up, Left, Right,** ○, □. After a few seconds, two spinning icons will appear in the corner of the screen to confirm. This code unlocks the "Challenge" and "Special" modes, all the bombs in Story mode and all the difficulty settings in Arcade mode. By accessing the bomb select screen in Story Mode, you can also unlock all the bombs in Multiplayer Timed mode and all the difficulty settings in Multiplayer Points mode.

SPONGEBOB'S TRUTH OR SQUARE

Cheat Codes

In Spongebob's house, find the conch shell phone on the end table near the sofa and press ✕ to access the cheat code entry screen. Now you can enter the following codes:

2 6 2 6—All costumes unlocked
3 1 4 1—50,000 Happiness points

STAR WARS: LETHAL ALLIANCE

Cheat Codes

Choose "Profiles" from the main menu, then select "Create Profile" and enter the following names to activate the corresponding cheats:

H A N S O L O—Unlock all levels (note: the fifth and seventh characters in this code are the number zero)
B 0 B A F 3 T—Health refills when depleted (note: the second character in this code is the number zero)
J D 1 M S T R—Unlock all levels, health refills when depleted (note: the third character in this code is a number one)

TIGER WOODS PGA TOUR 09

Cheat Codes

Enter the following cheats at the password screen:

J A C K P O T—$1,000,000
S H O P 2 D R O P—All equipment and clothes unlocked
I A M R U B B I S H—Max. skill points
H E A D L I N E R—All cover stories unlocked
B E A T I T—All PGA Tour events unlocked

TWISTED METAL: HEAD-ON

Cheat Codes

Enter any of the following codes during gameplay (not while paused). A confirmation message will appear at the top of the screen each time you enter a code correctly. Entering the same code again will disable the code in most cases.

Invulnerable—**Right, Left, Down, Up, L + R**
Killer weapons—✕, ✕, **Up, Up, L + R**
Infinite weapons—△, △, **Down, Down, L + R**
Mega guns—✕, △, ✕, △, **L + R**
Exchange weapons for health—△, ✕, □, ○, **L + R**

THE WARRIORS

Cheat Codes

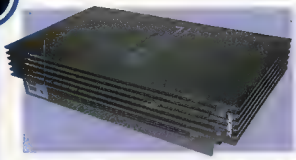
Enter the following codes at any time during gameplay (not while paused):

Infinite Rage—□, ○, △, **SELECT,** ✕, **Left** (Note: This code will not work until you have learned the Rage Mode ability)
Temporary invincibility—**Down,** □, **Left,** ✕, **L, SELECT**
Complete the game 100%—**L, SELECT,** □, **Down, L, Right**
Reset "Wanted" level—**Up, SELECT,** ✕, △, △, ○
Earn knife—**Down, Down, SELECT, Up, Up, L**
Earn unbreakable bat—**L, L,** ○, **Up,** ○, **SELECT**
Earn pipe—**R,** ○, **SELECT, Up, L, Right**
Earn machete—**L,** ✕, **R, R, SELECT, R**

YU-GI-OH! GX TAG FORCE

Unlock Additional Booster Pack

While in Story Mode, go to the main map and choose the "Duel Academy" location, then choose the Store. Approach the counter and talk to Sadie (the clerk selling Booster Packs), then press **Up, Up, Down, Down, Left, Right, Left, Right,** ✕, ○ at the Pack Purchase menu. You will hear a sound to confirm the code and a new Booster Pack will appear for purchase.



PlayStation 2 tips

007: NIGHTFIRE

Secret Passwords

Choose "Codenames" from the main menu, then choose your custom profile and enter any of the following codes at the "Secret Unlocks" menu. Be sure to choose the "Save Codename" option from the Codename "Edit" menu after entering any of these codes; if you don't, the code's effects will be lost and you'll have to enter it again.

PASSPORT—Unlock all missions

PARTY—Unlock all characters in Multiplayer mode

GAMEROOM—Unlock all scenarios in Multiplayer mode

BOOM—Unlock "Explosive Scenery" enviro-mod in Multiplayer mode scenario options

Q LAB—Unlock all gadget and weapon upgrades

Driving Cheats

Enter the following codes at the pause menu during any of the game's "driving" missions (Paris Prelude, Alpine Escape, Enemies Vanquished, Deep Descent or Island Infiltration):

Vehicle Armor—Hold **L1**, press ○, △, □, ○, ○ and release **L1**

Double Speed—Hold **L1**, press □, △, ○, □, △, ○ and release **L1**

Display Motion Blur—Hold **L1**, press □, ○, ○, □ and release **L1**

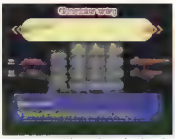
Double Speed + Display Motion Blur—Hold **L1**, press □, △, △, □, △, ○ and release **L1**

Drive the Combat Utility Vehicle—Hold **L1**, press □, ○, △, □, △ and release **L1** (Note: This code only works in the Enemies Vanquished mission)

Secret Shelby Cobra race—Hold **L1**, press ○, ○, □, □, △ and release **L1** (Note: This code only works in the Enemies Vanquished mission)

APE ESCAPE 3

Secret Monkey Passwords



At the title screen, press **L1 + L2 + R1 + R2** simultaneously; a password entry screen will appear. Most of the following passwords are found in Hint Books which can be purchased at the bookstore in the shopping center. Note that some of the passwords have spaces or capital letters in them, and that some of the monkeys cannot be caught until after you beat the game.

grobyc—Releases SAL-1000 into the "Saru-mon's Castle" stage. SAL-1000 can be found in the colosseum area, but you won't be able to reach this area without the Super Monkey morph, which you receive after you beat the game.

2nd man—Releases Shimmy into the "Winterville" stage. Shimmy can be found in a snowy field which cannot be reached without the Super Monkey morph (see above).

blackout—Releases Dark Master into the "Kung-Fu Alley" stage. Look for him in the lounge area where Bonmos is found.

krops—Releases Spork into the "Hide n' Seek Forest" stage. Look for him in the cabin where the lamb monkeys are found.

redmon—Releases Pipotron Red into the "Toytown" stage. Look for him in the toy room with the blocks.

coolblue—Releases Pipotron Blue into the "Airplane Squadron" stage. You'll find him as soon as you exit the casino.

yellowy—Releases Pipotron Yellow into the "Winterville" stage. Look for him in the house near the start of the stage.

SAL3000—Releases SAL-3000 into the "Space-TV Fortress" stage. He can be found in a special slot machine room which can only be reached using the Super Monkey morph.

2 snakes—Unlocks a movie tape which you can watch in the Home Theater and two movie files which you can watch and edit in the Simian Cinema.

BEN 10 ALIEN FORCE: VILGAX ATTACKS

Cheat Codes

Choose "Options" from the pause menu, then select "Cheats" and enter the following codes:

everythingproof—Invulnerability

generator—Unlimited energy

portal—Advance to the next stage

heroti me—Unlock all upgrades

primus—Unlock all aliens

hud—Toggle the onscreen display

CARTOON NETWORK RACING

Unlock Everything

At the main menu, press **Down**, ○, **Down**, □, **Up**, **Down**; a confirmation message will appear and you'll hear a sound if you have entered the code correctly.

EPHEMERAL FANTASIA

Pattimo Cheats

Choose "Use/Equip" and "Pattimo" from the Item menu. When the "Music Select" menu appears, enter any of the following codes:

Fast forward—**L2**, **L1**, **Right**, ○, ○ (repeat the code for "super fast forward")

Random notes—**Right**, **L1**, **L1**, **L2**, **L1**, ○

Hide notes just before they are played—**L2**, **Right**, **L1**, **Right**, **L2**, **L1**

Hide notes on the lower half of the screen—**L1**, **L2**, **Right**, **L1**, **Right**, **L2**, ○

EX difficulty—**L2**, **Right**, ○, **L1**, **L2**, **Right**, ○, **L1**

EX+ difficulty—**Right**, **L1**, **Right**, **L1**, ○, **L2**, **L2**, **L2**, **L1**, **Right**

All notes appear in the center column—**L2**, **L2**, **L2**, **L1**, **L1**, **Right**, **Right**, **Right**, ○

Automatic Play mode—**L2**, **Right**, **L2**, **Right**, ○, **L1**, **Right**, **L1**, **Right**, ○, **L1**, **L2**, **L1**, **L2**, ○

Disable all codes—Press ○ ten times

FANTASTIC 4

Cheat Codes

Enter any of the following codes at the main menu. You'll hear a sound to confirm each time you enter a code correctly.

Unlock Hell bonus level in the Bonus menu—**Right**, **Right**, □, ○, **Left**, **Up**, **Down**

Unlock Barge Arena in Survival Mode and Stan Lee Interview #1 in Unlockables—□, ○, □, **Down**, **Down**, ○, **Up**

Infinite Cosmic Power—**Up**, □, □, □, **Left**, **Right**, ○ (note: although this code will generate the confirmation sound, its effects may not appear unless you start a game and quit, then enter the code and choose the "Continue" option)

FREAKY FLYERS

Unlock Everything

At the Profile Select screen, select "New" and enter the name "ZENBU" to unlock all characters, levels, mini-games and specials.

GUITAR HERO: METALLICA

Cheat Codes

Choose "Settings" from the main menu, then select "Cheats" and enter the following codes by pressing the color-coded fret buttons on the guitar controller:

Air Instruments—**Red**, **Red**, **Blue**, **Yellow**, **Green**, **Green**, **Green**, **Yellow**

Always Drum Fill—**Red**, **Red**, **Red**, **Blue**, **Blue**, **Green**, **Green**, **Yellow**

Black Highway—**Yellow**, **Red**, **Green**, **Red**, **Green**, **Red**, **Red**, **Blue**

Flame Color—**Green**, **Red**, **Green**, **Blue**, **Red**, **Red**, **Yellow**, **Blue**

Gem Color—**Blue**, **Red**, **Red**, **Green**, **Red**, **Green**, **Red**, **Yellow**

Hyperspeed—**Green**, **Blue**, **Red**, **Yellow**, **Yellow**, **Red**, **Green**, **Green**

Invisible Rocker—**Green**, **Red**, **Yellow**, **Yellow**, **Yellow**, **Blue**, **Blue**, **Green**

Metallica Costumes—**Green**, **Red**, **Yellow**, **Blue**, **Blue**, **Yellow**, **Red**, **Green**

Performance Mode—**Yellow**, **Yellow**, **Blue**, **Red**, **Blue**, **Green**, **Red**, **Red**

Star Color—**Red**, **Red**, **Yellow**, **Red**, **Blue**, **Red**, **Red**, **Blue**

Auto Kick—**Yellow**, **Green**, **Red**, **Blue**, **Blue**, **Blue**, **Blue**, **Red**

Extra Line 6 Tones—**Green**, **Red**, **Yellow**, **Blue**, **Red**, **Yellow**, **Blue**, **Green**

Vocal Fireball—**Red**, **Green**, **Green**, **Yellow**, **Blue**, **Green**, **Yellow**, **Green**

GUITAR HERO: SMASH HITS

Cheat Codes

Choose "Options" from the main menu, then select "Cheats" and enter the following codes using the colored buttons on the guitar controller:

Air Instruments—Yellow, Red, Blue, Green, Yellow, Red, Red, Red

Always Drum Fill—Green, Green, Red, Red, Blue, Blue, Yellow, Yellow

Always Slide—Blue, Yellow, Red, Green, Blue, Green, Green, Yellow

Flame Color—Yellow, Blue, Red, Green, Yellow, Red, Green, Blue

Gem Color—Red, Red, Red, Blue, Blue, Blue, Yellow, Green

Hyperspeed—Red, Green, Blue, Yellow, Green, Yellow, Red, Red

Invisible Rocker—Blue, Red, Red, Red, Red, Yellow, Blue, Green

Star Color—Green, Red, Green, Yellow, Green, Blue, Yellow, Red

Vocal Fireball—Green, Blue, Red, Red, Yellow, Yellow, Blue, Blue

GUITAR HERO: WORLD TOUR

Cheat Codes

Select "Cheats" from the Options menu and choose "Enter new cheat." Enter the following codes by using the color-coded fret buttons on the guitar controller (you do not need to strum) or by hitting the color-coded pads on the drum controller. All cheats except the ones with an exclamation mark ("!") will need to be activated in the Cheats menu in order to see the effect(s). Scroll up and down to view the list of unlocked cheat settings (several of them have more than two options).

Quickplay Songs—**Blue, Blue, Red, Green, Green, Blue, Blue, Yellow** *(Note: This cheat will unlock all songs except "Pull Me Under" in Quickplay. It will not affect the game progress and the unlocking scheme in Career mode)*

Nick!—**Green, Red, Blue, Green, Red, Blue, Blue, Green**

Johnny Viper!—**Blue, Red, Blue, Blue, Yellow, Yellow, Yellow, Green**

Rina!—**Blue, Red, Green, Green, Yellow, Yellow, Yellow, Green**

Aaron Steele!—**Blue, Red, Yellow, Yellow, Yellow, Yellow, Yellow, Green**

AT&T Ballpark—**Yellow, Green, Red, Red, Green, Blue, Red, Yellow**

Air Instruments—**Red, Red, Blue, Yellow, Green, Green, Green, Yellow** *(Note: This cheat will not work with the Invisible Rocker cheat)*

Invisible Rocker—**Green, Red, Yellow, Yellow, Yellow, Blue, Blue, Green** *(Note: This cheat will not work with the Air Instruments cheat)*

Performance Mode (notes are not displayed)—**Yellow, Yellow, Blue, Red, Blue, Green, Red, Red**

Hyperspeed ("Hyperguitar," "Hyperbass" and "Hyperdrums" options unlocked in the Cheats menu)—**Green, Blue, Red, Yellow, Yellow, Red, Green, Green**

Auto Kick (auto bass drum for drums)—**Yellow, Green, Red, Blue, Blue, Blue, Blue, Red** *(Note: High scores will be disabled when this cheat is on. It will also not function during online play)*

Always Slide—**Green, Green, Red, Red, Yellow, Red, Yellow, Blue** *(Note: High scores will be disabled when this cheat is on. It will also not function during online play)*

Gem Color—**Blue, Red, Red, Green, Red, Green, Red, Yellow**

Flame Color—**Green, Red, Green, Blue, Red, Red, Yellow, Blue**

Star Color—**Red, Red, Yellow, Red, Blue, Red, Red, Blue**

Vocal Fireball—**Red, Green, Green, Yellow, Blue, Green, Yellow, Green**

JUSTICE LEAGUE HEROES

Cheat Codes

At any time during gameplay, press **START** to pause the game, then hold **L1** at the pause menu and enter any of the following codes:

Earn 35 Boosts—**Left, Right, Left, Right**

Take less damage—**Left, Up, Right, Down**

Purchase all Heroes—**Right, Down, Left, Up**

Unlock all Powers, all Powers are maximum rank—**Right, Down, Right, Down**

Earn 20 Shields—**Up, Up, Down, Down**

Purchase all alternate costumes—**Down, Left, Up, Right**

Unlock all Cinematics—**Down, Right, Down, Left**

One-hit kills—**Up, Up, Down, Left, Up, Up, Down, Right**

Invincibility—**Left, Down, Right, Up, Left, Down, Right, Up**

Unlimited Power—**Down, Down, Right, Right, Up, Up, Left, Left**

Mystery Code (see Page 94)—**Up, Right, Down, Left**

LEGO BATMAN: THE VIDEOGAME

Unlock Codes

Locate the Bat Computer in the Batcave, then select "Enter Code" and enter the following codes:

W Y D 5 C P—Invincibility

H J H 7 H J—Regenerate hearts

J X U D Y 6—Immune to freeze

N 8 J Z E K—Armour plating

M L 3 K H P—Extra hearts

E W A W 7 W—Extra toggle

J R B D C B—Fast Batarangs

G H J 2 D Y—Fast build

R M 4 P R 8—Fast grapple

E V G 2 6 J—Faster pieces

Z O L M 6 N—Fast walk

D 8 N Y W H—Flaming Batarangs

X P N 4 N G—Freeze Batarangs

T L 3 E K T—Area effect

X W P 6 4 5—More Batarang targets

T N T N 6 B—More Detonators

Z X G H 9 J—Minikit detector

K H J 5 4 4—Piece detector

M M N 7 8 6—Power Brick detector

B B D 7 B Y—Slam

L K 2 D Y 4—Stud magnet

D Y 1 3 B D—Character studs

T H T L 4 X—Sonic pain

N 4 N R 3 E—Score x2

C X 9 M A T—Score x4

M L V N F 2—Score x6

W C C D B 9—Score x8

1 8 H W 0 7—Score x10

9 L R G N B—Always score multiply

T Q 0 9 K 3—Decoy

G E C 3 M D—Disguise

K L K L 4 G—Ice Rink

I C Y I C E—Mr. Freeze's Iceberg

M V Y 7 5 9—Nightwing

J K R 3 3 1—Batgirl

B D J 3 2 7—Bruce Wayne

Z A Q 6 3 7—Alfred

D D P 9 6 7—Commissioner Gordon

N Y U 9 4 2—Man-Bat

M 1 A A W W—Catwoman (Classic)

C C B 1 9 9—The Joker (Tropical)

Y U N 9 2 4—Joker Henchman

U T F 7 8 2—Joker Goon

H J K 3 2 7—Clown Goon

C R Y 9 2 8—Riddler Goon

X E U 8 2 4—Riddler Henchman

H G Y 7 4 8—Fishmonger

X V K 5 4 1—Freeze Girl

J C A 2 8 3—Mad Hatter

N K A 2 3 8—Penguin Goon

B J H 7 8 2—Penguin Henchman

K J P 7 4 8—Penguin Minion

G T B 8 9 9—Poison Ivy Goon

N J L 4 1 2—Yeti

J R Y 9 8 3—Police Officer

H K G 9 8 4—Police Marksman

H T F 1 1 4—S.W.A.T

N A V 5 9 2—Sailor

J F L 7 8 6—Scientist

P L B 9 4 6—Security Guard

M K L 3 8 2—Military Policeman

K N T T 4 B—Bat-Tank

L E A 6 6 4—Bruce Wayne's Private Jet

H P L 8 2 6—Catwoman's Motorcycle

D U S 4 8 3—Garbage Truck

G C H 3 2 8—Goon Helicopter

C H P 7 3 5—Harbor Helicopter

R D T 6 3 7—Harley Quinn's Hammer Truck

H S 0 0 0 W—Mad Hatter's Glider

M 4 D M 4 N—Mad Hatter's Steamboat

B C T 2 2 9—Mr. Freeze's Kart

B T N 2 4 8—Penguin Goon Submarine

L J P 2 3 4—Police Bike

P L C 9 9 9—Police Boat

K J L 8 3 2—Police Car

C W R 7 3 2—Police Helicopter

M A C 7 8 8—Police Van

V J D 3 2 8—Police Watercraft

H A H A H A—Riddler's Jet

T T F 4 5 3—Riddler's Submarine

J U K 6 5 7—The Joker's Van

E F E 9 3 3—Two-Face's Armored Truck

D W R 2 4 3—Zoo Sweeper

LEGO INDIANA JONES THE ORIGINAL ADVENTURES

Passwords

Enter the following passwords on the chalkboard in the Classroom of the University. Unlocked characters will become available for purchase in the Library. Unlocked Extras are immediately available from the pause menu.

V I K E D 7—(Extras) Artifact Detector

V N F 5 9 Q—(Extras) Beep Beep

V I E S 2 R—(Extras) Character Treasure

V K R N S 9—(Extras) Disarm Enemies

4 I D 1 N 6—(Extras) Disguises

V 8 3 S L O—(Extras) Fast Build

3 7 8 R S 6—(Extras) Fast Dig

F J 5 9 W S—(Extras) Fast Fix

B 1 G W 1 F—(Extras) Fertilizer

3 3 G M 7 J—(Extras) Ice Rink

V U T 6 7 3—(Extras) Parcel Detector

W W Q 1 S A—(Extras) Poo Treasure

M D L P 6 9—(Extras) Regenerate Hearts

3 X 4 4 A A—(Extras) Secret Characters

3 H E 8 5 H—(Extras) Silhouettes

V N 3 R 7 S—(Extras) Super Scream

0 P 1 T A 5—(Extras) Super Slap

H 8 6 L A 2—(Extras) Treasure Magnet

V M 4 T S 9—(Extras) Treasure x2

V L W E N 3—(Extras) Treasure x4

V 8 4 R Y S—(Extras) Treasure x6

A 7 2 E 1 M—(Extras) Treasure x8

V I 3 P S 8—(Extras) Treasure x10

1 2 N 6 8 W—Bandit

1 M K 4 R T—Bandit Swordsman

O 4 E M 9 4—Barranca

M K 8 3 R 7—Bazooka Trooper (Crusade)

S 9 3 Y 5 R—Bazooka Trooper (Raiders)

C H N 3 Y U—Belloq

T D R 1 9 7—Belloq (Jungle)

V E O 2 9 L—Belloq (Robes)

V J 5 T I 9—British Officer

D J 5 I 2 W—British Soldier

B 7 3 E U A—British Commander

V J 3 T T 3—Captain Katanga

E N W 9 3 6—Chatter Lal

C N H 4 R Y—Chatter Lal (Thuggee)

3 N K 4 8 T—Chen

2 K 9 R K S—Colonel Dietrich

8 E A L 4 H—Colonel Vogel

C 7 E J 2 1—Dancing Girl

3 N F T U 8—Donovan

J S N R T 9—Elsa (Desert)

V M J 5 U S—Elsa (Officer)

V J 4 8 W 3—Enemy Butler

V J 7 R 5 1—Enemy Guard

Y R 4 7 W M—Enemy Guard (Mountains)

5 7 2 E 6 1—Enemy Officer

2 M K 4 5 O—Enemy Officer (Desert)

B 8 4 E L P—Enemy Pilot

1 M F 9 4 R—Enemy Radio Operator

4 N 5 U 7 Q—Enemy Soldier (Desert)

8 2 4 6 R B—Enemy Boxer

V 7 5 Y S P—Fedora
0 G I N 2 4—First Mate
N E 6 T H I—Grail Knight
H 0 V 1 S S—Hovitas Tribesman
V J 8 5 O S—Indiana Jones (Officer)
4 J 8 5 4 M—Indiana Jones (Desert Disguise)
2 4 P F 3 4—Jungle Guide
W M O 4 6 L—Kao Kan
N R H 2 3 J—Kazim
3 M 2 9 T J—Kazim (Desert)
2 N K 4 7 9—Lao Che
N F K 5 N 2—Maharajah
1 3 N 5 0 1—Major Toht
N 4 8 5 F 0—Masked Bandit
F J U R 3 1—Moia Ram
3 R F 6 Y J—Monkey Man
2 N K T 7 2—Pankot Assassin
V N 2 8 R H—Pankot Guard
V J 3 7 W J—Sherpa Brawler
N D 7 6 2 W—Sherpa Gunner
0 E 3 E N W—Slave Child
V M 6 8 3 E—Thuggee
T 2 R 3 F 9—Thuggee Acolyte
V B S 7 G W—Thuggee Slave Driver
K D 4 8 T N—Village Dignitary
4 6 8 2 E 1—Village Elder
V K 9 3 R 7—Willie (Dinner Suit)
M E N 4 I P—Willie (Pajamas)
3 N S L T 8—Wu Han

LEGO RACERS 2

Secret Codes

At any time during gameplay, press **START** to pause, then enter any of the following codes. You'll hear a special sound effect after entering a correct code. These codes must be entered rapidly or they may not be recognized.

Unlock Mars—**Left, Left, Right, Right, Left, Left, Right, Right, Down, Left, Right**

Toggle alternate camera view—**Left, Left, Left, Right, Right, Right, Up, Up, Up, Down, Down, Down, Left, Left, Left, Right, Right, Right**

LEGO STAR WARS: THE VIDEO GAME

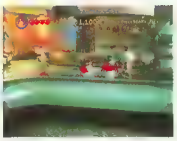
Cheat Codes

After beginning a game, head over to Dexter's Diner and walk up to the counter. At the menu, select "Enter Code" and enter any of the following passwords.

B E Q 8 2 H—Unlock Princess Leia for purchase
L 5 4 Y U K—Unlock Rebel Trooper for purchase
A 3 2 C A M—Unlock Darth Sidious for purchase
V R 8 3 2 U—Unlock Disguised Clone for purchase
M S 9 5 2 L—Unlock Mace Windu (Episode III) for purchase
R S 6 E 2 5—Unlock Clone (Episode III, Walker) for purchase
N 3 T 6 P 8—Unlock Clone (Episode III, Swamp) for purchase
B H U 7 2 T—Unlock Clone (Episode III, Pilot) for purchase
E R 3 3 J N—Unlock Clone (Episode III) for purchase
S F 3 2 1 Y—Unlock General Grievous for purchase
Z T Y 3 9 2—Unlock Greivous' Bodyguard for purchase
1 4 P G M N—Unlock Count Dooku for purchase
E U W 8 6 2—Unlock Shaak Ti for purchase
C B R 9 5 4—Unlock Kit Fisto for pruchase
D P 5 5 M V—Unlock Ki-Adi Mundi for purchase
A 7 2 5 X 4—Unlock Luminera for purchase
L A 8 1 1 Y—Unlock Boba Fett for purchase
P L 4 7 N H—Unlock Jango Fett for purchase
X Z N R 2 1—Unlock Super Battle Droid for purchase
L K 4 2 U 6—Unlock Battle Droid (Geonosis) for purchase
1 9 D 7 N B—Unlock Geonosian for purchase
F 8 B 4 L 6—Unlock Clone for purchase
H 3 5 T U X—Unlock Darth Maul for purchase
9 2 U J 7 D—Unlock Padmé for purchase
P P 4 3 J X—Unlock Royal Guard for purchase
D H 3 8 2 U—Unlock Droideka for purchase
E N 1 1 K 5—Unlock Battle Droid (Commander) for purchase
9 8 7 U Y R—Unlock Battle Droid for purchase
K F 9 9 9 A—Unlock Battle Droid (Security) for purchase
R 8 4 0 J U—Unlock PK Droid for purchase
U 6 3 B 2 A—Unlock Gonk Droid for purchase
N R 3 7 W 1—Unlock silly blasters at Extras menu
L 4 4 9 H D—Unlock classic blasters at Extras menu
I G 7 2 X 4—Unlock big blasters at Extras menu
S H R U B 1—Unlock brushes at Extras menu
P U C E A T—Unlock tea cups at Extras menu
L D 1 1 6 B—Unlock minikit detector at Extras menu
R P 9 2 4 W—Unlock moustaches at Extras menu
Y D 7 7 G C—Unlock purple mode at Extras menu
M S 9 9 9 Q—Unlock silhouettes at Extras menu
4 P R 2 8 U—Unlock invincibility at Extras menu

LEGO STAR WARS II: THE ORIGINAL TRILOGY

Cheat Codes



At the beginning of the game, head over to the Mos Eisley cantina and walk up to the counter. When the menu appears, select "Enter Code" and enter any of the following passwords:

Y T D 3 1 8—Unlock Imperial Shuttle for purchase
B A J 1 9 9—Unlock TIE Bomber for purchase
P P L 4 4 2—Unlock TIE Fighter (Darth Vader) for purchase
Q Y A 8 2 8—Unlock TIE Interceptor for purchase
H D Y 7 3 9—Unlock TIE Fighter for purchase
K S Y 7 9 2—Unlock 4-LOM for purchase
Q A T 3 3 1—Unlock Dengar for purchase
N V Y 5 8 3—Unlock Bossk for purchase
N X L 9 7 3—Unlock IG-88 for purchase
Y O D 4 7 6—Unlock Yoda (Ghost) for purchase
S Y K 9 6 7—Unlock Anakin Skywalker (Ghost) for purchase
B E N 9 1 7—Unlock Ben Kenobi (Ghost) for purchase
N F X 5 8 2—Unlock Gonk Droid for purchase
V F R 8 0 0—Unlock Admiral Ackbar for purchase
H H Y 3 8 2—Unlock The Emperor for purchase
M M M 1 1 1—Unlock Imperial Guard for purchase
T T T 2 8 9—Unlock Ewok for purchase
H L P 2 2 1—Unlock Boba Fett for purchase
G B U 8 8 8—Unlock Skiff Guard for purchase
S G E 5 4 9—Unlock Palace Guard for purchase
W T Y 7 2 1—Unlock Bib Fortuna for purchase
Y Z F 9 9 9—Unlock Gamorrean Guard for purchase
B V X 8 7 2—Unlock Princess Leia (Prisoner) for purchase
V H Y 8 3 2—Unlock Bespin Guard for purchase
U G N 6 9 4—Unlock Ugnaught for purchase
U U B 3 1 9—Unlock Lobot for purchase
H U F 7 2 9—Unlock Luke Skywalker (Hoth) for purchase
N Y U 9 8 9—Unlock Snowtrooper for purchase
C Y G 3 3 6—Unlock Rebel Pilot for purchase
E K U 8 4 9—Unlock Rebel Trooper (Hoth) for purchase
Y W M 8 4 0—Unlock Han Solo (Hood) for purchase
S M G 2 1 9—Unlock Grand Moff Tarkin for purchase
B B V 8 8 9—Unlock Imperial Officer for purchase
N N Z 3 1 6—Unlock TIE Fighter Pilot for purchase
B N C 3 3 2—Unlock Death Star Trooper for purchase
U C K 8 6 8—Unlock Beach Trooper for purchase
C V T 1 2 5—Unlock Imperial Spy for purchase
N A H 1 1 8—Unlock Greedo for purchase
Y D V 4 5 1—Unlock Sandtrooper for purchase
J A W 4 9 9—Unlock Jawa for purchase
P E J 8 2 1—Unlock Tusken Raider for purchase
V A P 6 6 4—Unlock Imperial Shuttle Pilot for purchase
P T R 3 4 5—Unlock Stormtrooper for purchase
C L 4 U 5 H—Unlock red stocking cap
N B P 3 9 8—Unlock Disguise: 2 (red clown noses)
T Y H 3 1 9—Unlock Disguise: 3 (glasses/beards)

MARVEL SUPER HERO SQUAD

Cheat Codes

Choose "Options" from the main menu, then select "Enter Code" and enter any of the following cheats:

1 1 1 1 1 1—Unlock Iron Man and the War Machine bonus costume
2 2 2 2 2 2—Unlock Hulk and the Gray Hulk and Red Hulk bonus costumes
3 3 3 3 3 3—Unlock Wolverine and the Wolverine (Brown Costume) and Feral Wolverine bonus costumes
4 4 4 4 4 4—Unlock Thor and the Thor (Chain Armor) and Loki-Thor bonus costumes
5 5 5 5 5 5—Unlock Silver Surfer and the Anti-Surfer and Gold Surfer bonus costumes
6 6 6 6 6 6—Unlock Falcon and the Ultimates Falcon bonus costume
7 7 7 7 7 7—Unlock the Super Knockback cheat
8 8 8 8 8 8—Unlock the No Block Mode cheat
9 9 9 9 9 9—Unlock Dr. Doom and the Ultimates Dr. Doom and Professor Doom bonus costumes
2 4 6 2 4 6—Unlock A.I.M. Agent and the A.I.M. Agent (Blue Faction) bonus costume

NASCAR: DIRT TO DAYTONA

Earn $10,000 in Career Mode

At the main menu, press **Up, Down, Left, Right, R1, Left, Left**; the menu will flash briefly if the code was entered correctly. This code will only work with a pre-existing Career Mode account, so if you are creating an account for the first time, you will have to exit Career Mode, enter the code, then restart Career Mode.

Earn 10 Points in "Beat the Heat" Race in Fast Action Mode

At the main menu, press **Up, Down, Left, Right, R1, Up, Up**. The menu will flash briefly if the code was entered correctly.

Mystery Codes

Enter any of the following codes at the main menu:

Mystery Code (see Page 94)—**Up, Down, Left, Right, R1, Right, Right**

Mystery Code (see Page 94)—**Up, Down, Left, Right, R1, Left, Right**

Mystery Code (see Page 94)—**Up, Down, Left, Right, R1, Right, Left**

Mystery Code (see Page 94)—**Up, Down, Left, Right, R1, Up, Down**

Mystery Code (see Page 94)—**Up, Down, Left, Right, R1, Down, Up**

NBA 2K10

Cheat Codes

Choose "Options" from the main menu, then select "Codes" and enter any of the following codes:

2kchina—Unlock 2K China team
2k sports—Unlock 2K Sports team
nba2k—Unlock NBA 2K team
vcteam—Unlock VC team
payrespect—Unlock ABA ball

RATATOUILLE

Cheat Codes

Choose "Extras" from the main menu, then select "Gusteau's Shop" and access the "Secrets" option.

There are five pages of secrets; press **Left** or **Right** to view the different pages. The first four codes can be purchased with Gusteau points, but the remaining 20 cheats must be unlocked by selecting each one and entering the corresponding code (listed below) when the "Enter Cheatcode" menu appears. Note the capital letter(s) in each code. Some of the cheats can be turned on and off after you have entered the code to unlock them.

Pieceocake—Code 1 (Unlocks Very Easy difficulty)
Myhero—Code 2 (Remy receives no impact and no damage from enemies, but still takes water and falling damage)
Asobo—Code 3 (Plays the Asobo logo)
Shielded—Code 4 (Remy receives no damage from enemies, but still takes water and falling damage)
Spyagent—Code 5 (Remy can move undetected and unnoticed by any enemy)
Ilikeonions—Code 6 (Remy farts every time he jumps)
Hardfeelings—Code 7 (Remy head butts when attacking instead of a tailswipe move)
Slumberparty—Code 8 (Unlocks multiplayer mode)
Gusteauart—Code 9 (Unlocks all Concept Art)
Gusteaushiip—Code 10 (Unlocks all 4 championship modes)
Matteime—Code 11 (Unlocks all single player and multiplayer minigames)
Gusteauvid—Code 12 (Unlocks all Videos)
Gusteaures—Code 13 (Unlocks all Bonus Artworks)
Gusteaudream—Code 14 (Unlocks all Dream Worlds in the Gusteau's Shop)
Gusteauslide—Code 15 (Unlocks all Slides in the Gusteau's Shop)
Gusteaulevel—Code 16 (Unlocks all single player minigames)
Gusteaucombo—Code 17 (Unlocks all items in the Gusteau's Shop)
Gusteaupot—Code 18 (Credits the player with 5,000 Gusteau points)
Gusteaujack—Code 19 (Credits the player with 10,000 Gusteau points)
Gusteauomni—Code 20 (Credits the player with 50,000 Gusteau points)

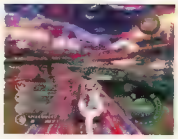
SLY 2: BAND OF THIEVES

Cheat Codes

At any time during the game, press **START** to pause, then enter any of the following codes at the pause menu:
Get TOM gadget—**Left, Left, Down, Right, Left, Right**
Get Time Rush gadget—**Down, Down, Up, Down, Right, Left**
Restart the current episode—**Left, R1, Up, Down, Up, Left**
Warp to tutorial—**Right, Left, Up, Up, Up, R1**
Warp to Episode 1: "The Black Chateau"—**Down, R1, Left, Right, R1, Down**
Warp to Episode 2: "A Starry Eyed Encounter"—**R1, Left, Right, R1, Left, Down**
Warp to Episode 3: "The Predator Awakes"—**Up, Left, Right, Left, Down, Up**
Warp to Episode 4: "Jailbreak"—**Up, Right, Right, Up, Left, Left**
Warp to Episode 5: "A Tangled Web"—**Left, R1, Down, Down, Up, Right**
Warp to Episode 6: "He Who Tames the Iron Horse"—**Down, Up, R1, R1, Left, Down**
Warp to Episode 7: "Menace in the North, Eh?"—**Left, Left, Left, Down, Down, R1**
Warp to Episode 8: "Anatomy for Disaster"—**Down, Up, Left, Left, R1, Right**
Mystery Code (see Page 94)—**Left, R1, R1, Down, Down, Left**
Mystery Code (see Page 94)—**Right, R1, Down, R1, Down, Down,**
Mystery Code (see Page 94) -**Right, Left, Right, Left, R1, Left**

SPEED RACER: THE VIDEOGAME

Cheat Codes



Choose "Options" from the main menu, then select "Enter Code" and enter any of the following codes. Once a code is activated, it can be de-activated by entering it again at the Enter Code screen.
Access all areas—△, **R2, Left, L2, Right**, ○, ✕
Invulnerability—✕, △, ✕, **Up, Left, Down, Right**
Infinite boost—△, ✕, **Down, Up**, △, ✕, **Down**
Super speed—**L2**, ✕, □, **Down, Up**, □, △
Pacifist opponents—**Up, Right, Down, Left, Up, Right, Down**
Aggressive opponents—**Up, Left, Down, Right, Up, Left, Down**
Treacle—**Down**, ✕, □, ○, △, **Up**, □
Up-sized cars—**L2**, □, ○, **Left, Up**, □, ○
Tiny opponents—△, ✕, **Left, Down**, □, **Up**, □
Tiny player—△, ✕, **Left, Down**, △, **Up**, □
Micro cars—□, **Up**, □, ○, **Up**, □, ○
Moon gravity—**Up**, ○, **Up, Right**, □, **Up**, □
Granite car—△, **Up**, □, ○, **L2, Up**, ○
Helium—□, **Up**, □, **R2**, □, **Up**, □
Last three cars—**L2, R2, L2, R2**, △, ✕, ○
Monster Truck—△, **Up**, □, **R2**, △, **Up**, □
Overkill—✕, □, ○, **Down, Up**, ○, **L2**
Psychedelic—**Left**, ✕, **Right, Down**, △, **Up**, □

STAR WARS: THE CLONE WARS—REPUBLIC HEROES

Cheat Code

Choose "Shop" from the pause menu, then select "Cheats" and enter the following codes using the D-pad:
Ultimate Lightsaber (Cheat)—**Right, Down, Down, Up, Left, Up, Up, Down**
Lightsaber Throw (Combat Upgrade)—**Left, Left, Right, Right, Up, Down, Down, Up**
Mini-Gun (Cheat)—**Down, Left, Right, Up, Right, Up, Left, Down**
Spider Droid (Droid-Jak Upgrade)—**Up, Left, Down, Left, Right, Left, Left, Left**

STAR WARS: THE FORCE UNLEASHED

Cheat Codes

Enter these codes from the Extras menu while onboard the Rogue Shadow (available after finishing the second stage of the game):
CORTOSIS—Immune to all damage
VERGENCE—Unlimited Force Power
KATARN—All Force Powers at maximum level
TYRANUS—All Force Powers unlocked
SPEEDER—1,000,000 Force Points
COUNTDOOKU—All Combos at maximum level
LIGHTSABER—Massive lightsaber damage
AAYLA—Play as Aayla Secura
ITSATWAP—Play as Admiral Ackbar
CHOSENONE—Play as Anakin Skywalker
GRANDMOFF—Unlock all bonus costumes

TIGER WOODS PGA TOUR 09

Cheat Passwords

Choose "Extras" from the main menu, then select "Passwords" and enter any of the following codes:
beatit—Unlock all Challenge events in PGA Tour mode
jackpot—Add $1,000,000 to bank
headliner—Unlock all Cover Stories
shop2drop—Unlock all Pro Shop items
iamrubbish—Max. points in all Skills categories + unlock all Pro Shop items

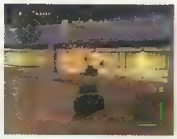
TONY HAWK'S PRO SKATER 3

Cheat Codes

Choose "Options" from the main menu, then select "Cheats" and enter any of the following codes:
YOHOMIES—Unlock all secret Pro Skaters
BACKDOOR—Unlock "Cheats" option at the "Pause" menu
ROADTRIP—Complete all Career mode goals for the currently selected skater (this code also unlocks all of the levels in the remaining game modes)
PUMPMEUP—Give the currently-selected skater enough stat points to max out all statistical categories
PEEPSHOW—Unlock all movies
MAGICMISSILE—Combines all of the effects of the above codes

TWISTED METAL: HEAD ON EXTRA TWISTED EDITION

Cheat Codes



At any time during gameplay, hold **L1 + R1** and enter any of the following codes to activate the corresponding cheat. Repeat the code to deactivate it.
Invulnerability—**Up, Down, Left, Right, Right, Left, Down, Up**
Infinite weapons—△, △, **Down, Down**
Shockwave Blast—**Left, Left, Up, Down, Left, Right**
Mega guns (won't work with Killer Weapons)—✕, △, ✕, △
Killer weapons (won't work with Mega Guns)—✕, ✕, **Up, Up**

WALL•E

Secret Codes

Choose "Cheats" from the main menu, then highlight one of the "Secret Code" slots and press ✕ to enter the corresponding code:
BOTOFWAR—Secret Code 1: Kills (or stuns) everything within range of WALL•E
STEALTHARMOR—Secret Code 2: WALL•E can move undetected and unnoticed by any enemy
RAINBOWLASER—Secret Code 3: WALL•E's Laser switches from one color to another continuously
EXPLOSIVEWORLD—Secret Code 4: All the Cubes are Explosive Cubes
GLOWINTHEDARK—Secret Code 5: WALL•E lights dark areas
BOTOFMYSTERY—Secret Code 6: WALL•E wears Ski goggles
GOLDENTRACKS—Secret Code 7: WALL•E has golden tracks

WWE SMACKDOWN VS. RAW 2010

Cheat Codes

Choose "Options" from the main menu, then select "Cheat Codes" and enter any of the following codes:
BonusBrawl—Unlock "Dirt Sheet Brawl" and "Office Stage Brawl"
The Great One—Unlock the Rock
CENATION—Unlock John Cena's new costume
Miian Miracle—Unlock Santino Marella's new costume
Suck IT!—Unlock Triple H's new costume
ViperRKO—Unlock Randy Orton's new costume
Bow Down—Unlock Shawn Michaels' new costume

X2: WOLVERINE'S REVENGE

Cheat Codes

Enter any of the following codes at the main menu:
Level Select/Unlock Challenges—△, ○, △, □, △, ○, **L1 + R1**
Unlock all Cerebro files, movies and costumes—△, ○, △, □, □, □, **L1 + R1**
Unlock "Cheats" menu option at the Paused screen—△, △, ○, ○, □, □, ○, ○, **L1 + R1**

In the Next TIPS & TRICKS CODEBOOK™

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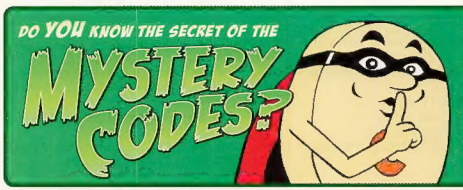

Scattered throughout our *Tips* pages are "Mystery Codes" that are known to work, but we're not sure what effect they have in the game in question. Note: These codes may not have any effect at all; it's possible that they were left in the games inadvertently or that their effects were intentionally disabled before the games were released. However, we invite you to prove otherwise!

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